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SHORT WHIST



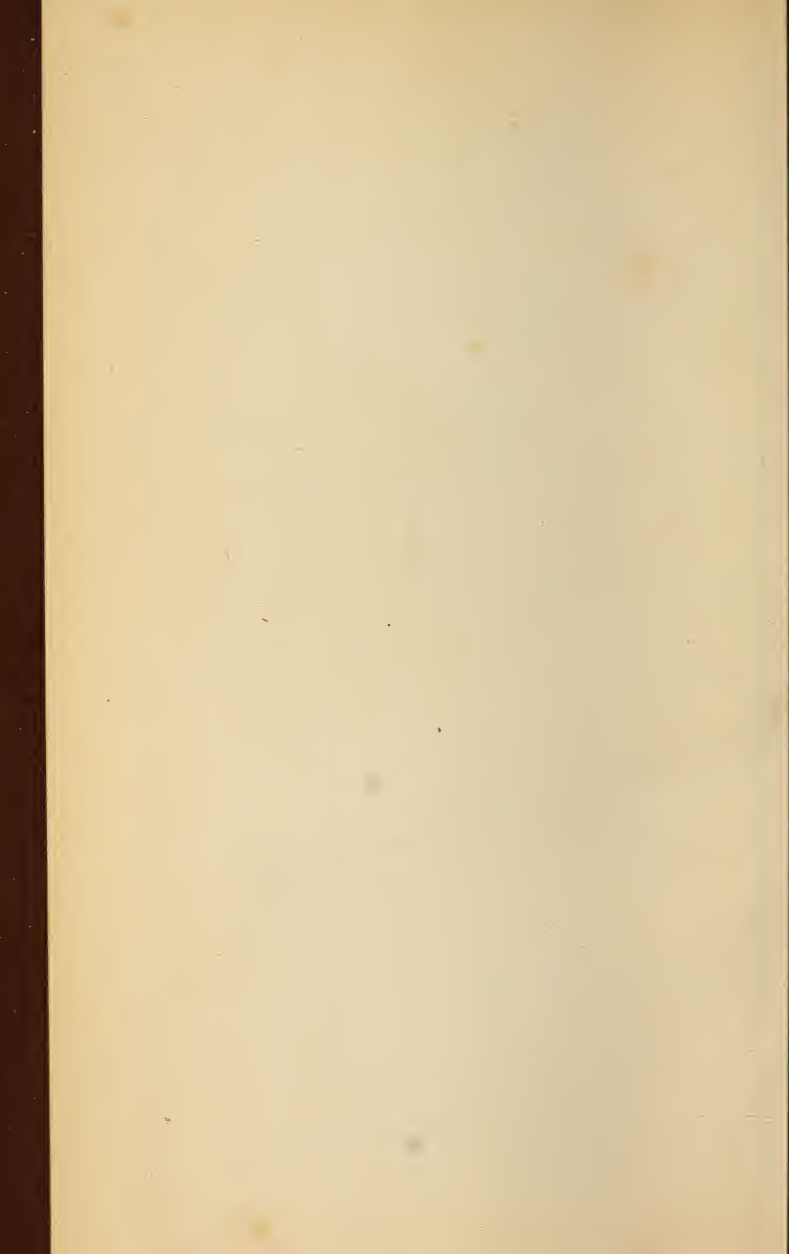


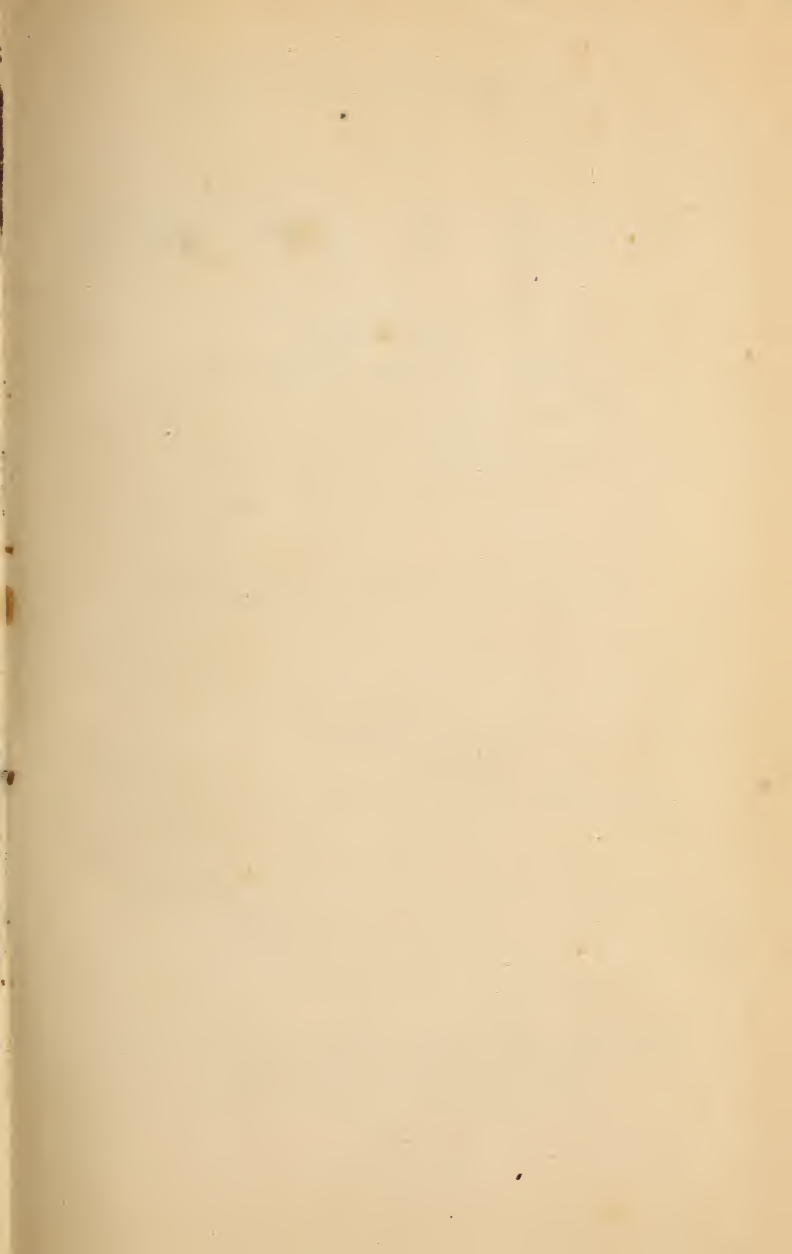
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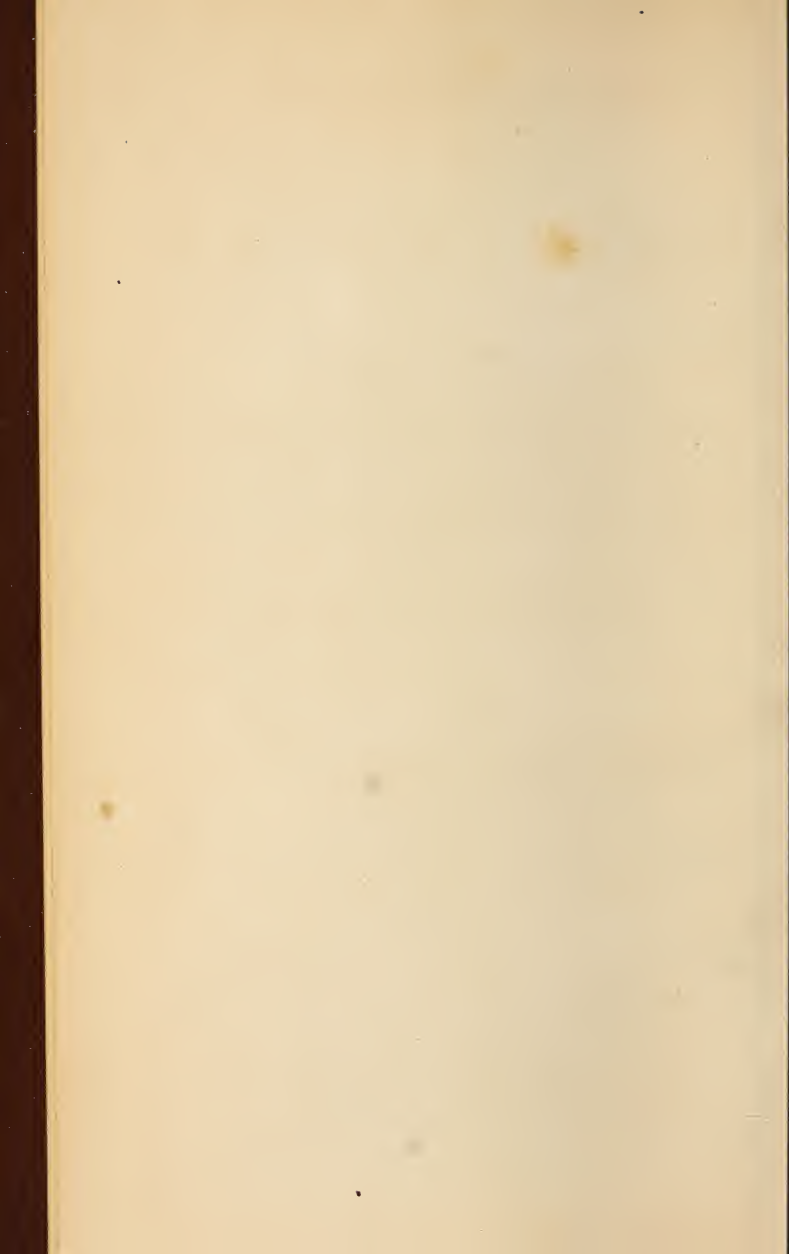
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G. W. Harris 1881

LAWS AND REGULATIONS
OF
SHORT WHIST

ADOPTED BY THE
WASHINGTON CLUB OF PARIS
COMPILED FROM THE BEST MODERN AUTHORITIES
AND AS PLAYED IN THE
PRINCIPAL CLUBS OF LONDON AND PARIS
AND IN THE
FIRST SALOONS OF BOTH CAPITALS

WITH MAXIMS AND ADVICE FOR BEGINNERS

BY
A. TRUMP JUNIOR

William Pembroke Fretbridge

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DEDICATED *WITHOUT* PERMISSION

TO THOSE

EMINENT AUTHORITIES

"CAVENDISH" AND "J. C."

AS WITHOUT THEIR REMARKABLE DECISION

THE PRESENT VOLUME WOULD NEVER HAVE SEEN

THE LIGHT OF DAY.



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LAWS
AND
REGULATIONS
OF
SHORT WHIST



THE LAWS OF SHORT WHIST

PREFACE

In the course of a game at Whist, which was being played at the Washington Club at Paris, one of the players, Mr. A., made the most extraordinary statement that he could expose his entire hand to his partner and none of his cards were liable to be called, and that he would leave it to "Cavendish," the Editor of the *Field*, Mr. B. bet two to one that "Cavendish" could not so decide, as his "Laws on Short Whist," which were authority in the club, distinctly stated (Rule 56) that "any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it, is an exposed card and liable to be called."

The stakeholder was requested to communicate with the Editor of the *Field* ("Cavendish"), and wrote the following letter :—

“ WASHINGTON CLUB,

“ *Paris, 28th February, 1879.*

“ EDITOR OF THE FIELD.

“ SIR, — Will you kindly answer following query in your next? A., in playing Whist, exhibits his hand to the other three players, so that every card may be seen, but without separating them or laying them on the table. Can these cards be considered as exposed and called as such?

“ I remain, yours truly,

“ W. P. F.”

To which letter the following answer was published in the *Field* of March 8th, 1879 :—

“ W. P. F.—A player may expose his entire hand, so that all the others can see it, without a card penalty; if done intentionally, no one would play with him again.”

It seems that “ J. C.” agreed with “ Caven-
dish” in this decision, which the Editor of the Westminster Papers, one of the best authorities on Whist in England, and who is quoted in full farther on, describes as “ *monstrous.*”

Deschappelles, the best Whist-player the world has ever seen, and whose laws are universally acknowledged the best extant, says, in

speaking of exposed cards :—"The law of the game is very strict with regard to shown cards; and nevertheless, cases occur every day which do not appear to us to be punished with sufficient severity. A card is shown either intentionally or through awkwardness; it may either serve to discover the weakness of a hand, or it may not be of any material consequence. It appears unjust to apply undue correction to this fault, but, on the other hand, too great lenity will encourage speculation, which it is of the greatest importance to repress by every possible means. It would be inconvenient to make it an affair of conscience, because it would be so often excused on the score of error; besides, those cases which occur in what is called playing a fine game invariably affect the interest of those who possess the greatest modesty and delicacy; and it is therefore a tax from which the law cannot deliver them but by severity, and a rigorous and constant application.

"In two-handed games, that is, where parties are single, if cards be shown through awkwardness or *finesse*, an adversary has no right to call them.

"But in playing a game with partners, circumstances are materially altered. If you have shown your cards from speculation, it is very evident that you will expose those only the

discovery of which would produce no advantage to your adversaries, but would convey important information to your partners."

Hoyle says: "If any person throws his cards upon the table with their faces upwards upon the supposition that he has lost the game, the adversaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again."

Again: "If any person is sure of winning every trick, he may show his cards upon the table; but he is then liable to have all of his cards called."

"Cavendish's" argument that there is a difference between showing cards *on* the table or *above* the table is too weak to rebut. His own and "J. C.'s" rules say "*exposed in any way.*"

The contradiction of these and other rules, with numerous important omissions, compelled the Committee of the Washington Club to suspend them as authority in the club.

The following article on the subject, from the pen of "Mogul" and the Editor of the Westminster Papers, with the letters of "Cavendish" and "J. C." will, it is presumed, justify in the minds of intelligent whist-players the necessity for the compilation of an amended set of rules.

“SHOWING YOUR HAND TO YOUR PARTNER.”

The following correspondence has appeared in the *Field* :—

“SIR,—Of all extraordinary opinions on Whist law, not one, in my opinion, is so extraordinary as that contained in your paper of the Nov. 4 last, where, in answer to ‘W.H.A.’, you say that—

“ ‘A player lowering his hand so that it can be seen, without detaching a card, is not liable to have his cards called. It may be said, then, that a player may intentionally lower his cards so that his partner may see them, without any card penalty. We think he may’

“ I had hoped that some one else would question this opinion but, as no one has taken the trouble, I feel impelled to do so, and, in order to exhaust the question once for all, propose to set out *verbatim* the laws which affect the question, viz. :

“ LAW 56.—All exposed cards are liable to be called, and must be left on the table; but a card is not exposed when dropped on the floor or elsewhere below the table.

“ The following are exposed cards :

“ 1. Two or more cards played at once.

“ 2. Any card dropped with its face upwards, or in any way exposed on or above the table, even although snatched up so quickly that no one can name it.

“ LAW 58.—If a player or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

“ LAW 60. — A card detached from the rest of the hand so as to be named, is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

“ When I come to analyse these laws I find myself unable to commend their arrangement, but still their meaning is, in my opinion, clear.

“ LAW 56 starts off with stating generally the penalty for exposing cards, and then states a particular case in which, although a card may be actually seen, it shall not be considered as an exposed card within the meaning of the law. It then states two cases in which a card is to be treated as an exposed card, although perhaps not actually seen; the second case being when a card is dropped with its face upwards, or *in any way exposed on or above the table*. Now, can it be said, when a man, intending to let the players see his cards, deliberately lowers them until palpably visible to all, that he has not in any way exposed them? Does the fact of his

holding them alter the fact that they are exposed above the table? No, it cannot. Unless, therefore, some other law distinctly says that cards in the hand, although exposed, shall not be liable to be called, they are clearly so liable.

“ I do not think that you, Mr. Editor, are casuistical enough to argue that Law 58 says as much. It certainly says the cards of the three players who throw down their cards can be called, whilst it does not say that the cards of the player who retains his hand can. As I said, it implies the contrary. At any rate, there is nothing like a clear statement, that so long as a player retains his cards, they cannot, even if exposed, be called. The object of Law 58 is not to define exposed cards, but to make it clear that so long as a man keeps his cards in his hand he has not abandoned the game.

“ But you will, I know, rely on Law 60, and because this law says that a card detached from the rest of the hand, so as to be named, is liable to be called, will argue that unless a card is detached it cannot be called. But this is poor logic; the law says nothing of the sort, and the only implication it contains affecting the calling or non-calling of any particular card or cards is that a detached card cannot be called unless named.

“ Let us for one moment consider the absur-

dities to which your opinion would lead us. A player holding six cards detaches one, two, three, four, or five of them, and holding them in his other hand shows them to the players. It is clear that these are exposed cards, and can be called; but if he adds to the offence by showing all six cards together, none of them (so you say) can be called. Or if he shows all six of them, one by one, they can all be called; but if he shows them together, they cannot.

“Again, you have often held that when a player says, or even only necessarily implies, that he has a particular card in his hand, the card so pointed out is constructively exposed, and consequently can be called; and yet you say when he actually exposes that card with the rest of his hand it cannot be called.

“Whilst on this point, I think you should let your readers know all your views about it. I therefore propose to put a few cases. A player at the end of the hand holds Ace and Queen of trumps and Ace of another sort. If he shows his cards, retaining them in his hand, you say they cannot be called; but if instead of showing them he says, ‘I hold the Ace and Queen of trumps and Ace of spades,’ can they be called? Will it alter the case if he only says, ‘I have the Ace and Queen of trumps?’ To be logical and consistent, you ought to decide, in the first

place, that none can be called, because none of the cards named are, as it were, detached from the rest of the hand (all being named.) In the second case you ought to decide that the Ace and Queen of trumps are technically detached from the rest of the hand and consequently liable to be called if named. But would not such decisions be monstrous?

“Further, will it make any difference if at the time of showing his hand the player says, ‘You see, I hold the Ace and Queen of trumps and Ace of spades.’ Is that enough to make them exposed cards, or must they be actually put down on the table? If we are not to read the laws according to the plain natural meaning of the words, all the light you will vouchsafe to us will be most highly appreciated; and for the future we will burn our copies of the laws, as only misleading, without the help of some one who, being behind the scenes, knows how to find in them a meaning directly opposed to what the words themselves would seem clearly to convey.

“MOGUL.”

“SIR,—In the *Field* of the 16th December there is a letter from the ingenious and argumentative ‘Mogul,’ wherein he, in his usual trenchant and uncompromising style, objects to a decision that appeared in your paper, because

it is, in his opinion, 'extraordinary.' I am prepared to defend the opinion which he deems the most extraordinary ever given; and, therefore, I at once admit that the opinion he impugns is mine, was written after due deliberation, and after consultation with several players of high repute.

"The acute 'Mogul,' in his letter, pays the writer of the opinion in question the compliment of saying that he does not expect him to be casuistical enough to argue that a law which says a player retaining his hand does not abandon it means something else. So far he is right. I do not intend to use any such argument. 'Mogul' further on says he knows I shall rely on another law, which says that a card detached from the rest of the hand is liable to be called, if named; and that I may argue hence with poor logic, that unless a card is detached it cannot be called. Here, however, 'Mogul' is wrong, as I do not intend to rely on the law which, as regards the case in dispute, he has been so kind as to demolish for me. 'Extraordinary' as it may appear to 'Mogul,' I am going to rely on expediency and common sense.

"The question is, Can cards, not thrown down or detached, but merely lowered so that their faces may be seen, be deemed to be exposed

cards within the meaning of the law or not ?
The law says :

“The following are exposed cards : two or more cards played at once ; any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

“It is with the meaning of the last sentence we have to deal. It says that an exposed card is a card in any way exposed, that we knew before. It does not define exposure ; it says, in effect, an exposed card is an exposed card ; and it adds, in effect, having exposed or dropped with its face upwards any card, you cannot cover the offence by snatching it up again. And what the law also says by implication is that if you do not drop a card or cards, but merely lower your hand without abandoning it, you may raise your hand to its usual position without penalty.

“The reason the law does not punish lowering of the hand is to my mind clear. To bring the offender within the pale of the law he must do some act which can be clearly and easily defined ; for instance, he must drop a card or he must detach a card ; these are acts about which there can be no dispute as to fact. But when it comes to question at what precise angle a man may or may not hold his cards (this question

being involved in lowering the hand) the law wisely determines not to interfere. Imagine for a moment the rule to be, a player lowering his hand so that his partner can see it, is liable to have his cards called ; such a law would give rise to endless disputes as to whether the hand was so lowered that his partner could not see his cards.

“ On referring to the opinion already printed it will be found that I say ‘ a player may lower his cards so that his partner can see them without a card penalty.’ I wrote the words ‘ without a card penalty ’ advisedly. There is a penalty, and a much more severe one than any written penalty, for doing things which are irregular but which written laws do not punish. The penalty is social excommunication. The penalty among club men is enforced first by the use of the ballot-box ; and when that fails, by excluding the offender from the card-room, either declining to play with him (when, if he has any decency left, he will soon make himself scarce) ; or, as a final resort in aggravated cases, by expulsion from the club. I have dozens of times seen tables broken up because an objectionable player presented himself ; and it is well known that the play clubs of London have more than once been dissolved in order to get rid of black sheep. There are great difficulties in

turning a man out of a club; if he does not choose to go, it is not easy to make him, and in practice it has been found the readiest way to dissolve the club, and to reform it immediately.

“Since the decision in the *Field* has given rise to a protest from ‘Mogul,’ I have sought to strengthen my view by obtaining another opinion, that of ‘J. C.’ I know ‘Mogul’ does not approve of my making a Whist pope of ‘J. C.’ I would therefore remark that, though in my judgment ‘J. C.’ is the first living authority on Whist law, I do not go so far as to say he is infallible. I have permission to print his opinion kindly given me, and your readers, after reading it, will form their own views on the case of ‘Mogul’ v. ‘Cavendish,’ and ‘J. C.’

“You ask my opinion as to whether a player at Whist holding his hand so low that it can be seen by the other players is liable to have his cards called under the laws, whether directly or by implication, which affect exposed cards.

“I was the chairman of the committee of gentlemen by whom these laws were framed, and am therefore in a position to know that it was not intended to treat as exposed cards a hand lowered as you describe. Whether such intention be right or wrong is another question, and one which I have always considered debatable. I was, however, and am still of

opinion that these cards should not be treated as exposed cards, for the following reason :—

“When the law inflicts any penalty on an offence at cards, it is desirable that the act to be punished should be clear and beyond doubt. Thus, for example, throwing down the cards on the table is an act as to which no dispute of fact can arise. So also is the case of a separated card : the fact of the separation is required to be proved, and can be proved by the naming of the card separated. In the case of a ‘lowered hand,’ the question of degree is introduced—that is to say, how much or how little the hand has been lowered, and it is a question which it may be often very difficult to settle. Thus, a player may say to his opponent, ‘I shall call your cards, for everyone can see your hand.’ To which the reply may be, ‘My partner cannot ; why do you look over my hand?’ Indeed, in the old days of duelling, I recollect a serious quarrel resulting from the above occurrence.

“I may then be told that, whenever it is of great importance to a player that his partner should know his cards, and of no great consequence that they should be seen by his adversaries, he may by lowering his cards give this information and be subject to no penalty. But this is not so. There are many offences at

cards, and those the most serious, against which no laws can be framed, because the offence is very difficult of proof, and because, if proved, the only proper punishment would be expulsion from the society in which it is committed.

“A good instance of this class of offence is the player who looks over his neighbour’s hand. What offence can be graver? Yet no penalty can be attached to it. By inadvertence any man may once in a way direct his eyes to an opponent’s hand; but if he does it frequently you cease to play with him.

“To this class of offences, in so far as regards the imposition of a penalty, I consider the ‘lowering of cards’ to belong.

“I admit that much is to be said on the other side, and that few are more capable of saying it than ‘Mogul,’ who has, I see, addressed a letter to the *Field* on the subject.—J. C.” “(CAVENDISH.)”

To these opinions the Editor of the “Westminster Papers” makes the following reply:—
“We have to thank ‘Mogul’ for so promptly calling attention to this decision. Its importance is our apology for transferring the correspondence bodily to these pages. It is somewhat curious to note that in all the cases in which we have differed from ‘Cavendish’ there is a principle at

stake which 'Cavendish' fails to notice. The first principle in the construction of a law or a deed, an Act of Parliament or an agreement, is that under no circumstances can you leave out a word or phrase if the whole document can be made to read together. You cannot leave out a word or a sentence except when two words or sentences contradict each other. Next, it is a truism to assert that the natural must be preferred to the non-natural meaning. 'Cavendish' and Mr. Clay both violate these rules; they leave out the words 'in any way exposed above the table.' They do not profess to say that there is any contradiction in the phrases 'on or above the table.' They do not pretend that above the table is surplusage, and by all the rules of law they are bound to put a reasonable construction upon the phrases as they stand. To our thinking, exposing a card above the table can only mean placing a card in such a position that the partner may see it. The words 'in any way' clearly show that the law-makers had in their mind *more than one way*; but 'J. C.' and 'Cavendish' do not admit even one way. The words are sufficiently strong to cover the case of a card exposed by any agency above the table, to include, in fact, the tricks of Herr Frikel, the supernatural of Mr. Home, and the semi-scientific and supernatural of Mr. Serjeant Cox.

Mr. Clay introduces another subject. He was one of the committee who framed the laws, and he knows what the committee meant. No argument can be more fallacious. Because an attorney draws a deed, it does not follow that the draughtsman has carried out the intentions of his client. The drawer of the deed is not under such circumstances the best judge of his own handiwork. Nor can any man speak with authority as to what a committee meant. This is perhaps not worthy of consideration, because whatever they meant, we can only judge of their views by what they have said; not by what they thought or what they intended to express.

“ ‘Cavendish’ again introduces another subject, and, to our thinking, far too often. He is always finding out Whist offences that can be only punished by social ostracism. This is a penalty that can be only used as a last resource. In Whist communities no committee would eject a man for showing his cards above the table unless the object were to cheat; and if the object in the case before us was to cheat, what becomes of ‘Cavendish’s’ argument as to social ostracism? The object of Whist law, he has said, is not to prevent cheating; but does he mean that if a player cheated and won that the losers would be obliged to pay because the law is silent on the subject?

“ The fact that ‘Cavendish’ consulted Mr. Clay, and that they both agree on the point at first sight, makes the decision of more importance than would attach to the judgment of either ; but reflection will show this is scarcely so. If ‘Cavendish’ had not a doubt on the subject he would not have gone to Mr. Clay. To our thinking, the matter is not to be decided by authority at all. In the construction of the English language there is no reason why Messrs. Clay and ‘Cavendish’ should be better judges than A., B., or C. ; and if the meaning of the words is to be ascertained by the ordinary principles of law, then we have shown that these gentlemen have forgotten the first and most obvious principles.

“ There is no occasion to introduce the subject of detached cards ; but assuredly it never was supposed that the detached card could be seen by the partner, or no distinction could have been made between the detached and the exposed card. It is much better to keep at the point at issue, and that is simply, if A. shows his cards to his partner, has he, or has he not, exposed them on or above the table ?

“ The argument that it is no Whist offence to show your cards to your partner because it is so difficult to define the offence, is merely begging the question.

“ It is of course easy to see that a player might so lower his cards that we might doubt whether he had lowered them so far that his partner could see them, but we are not on a question of difficulty of proof. The fact is admitted; and given the fact, we want the remedy. We do not let the thief off because it was difficult to define his offence, and difficult to convict him. The point at issue appears to us entirely missed by both Mr. Clay and ‘Cavendish.’ What is wanted is a definition of a card exposed above the table, and here both these gentlemen are silent. We should have preferred to await for ‘Mogul’s’ reply before commenting on the subject, but we think our readers would have reason to complain if we did not protest at the earliest moment against this monstrous decision.”

It appears that ‘Cavendish’ is not the author of the rules published over his name, as the following answer to a correspondent proves. The President of the Washington Club having been requested by the Board of Directors to write to “Cavendish” and ascertain if he really gave the decision already quoted, and to inform him that in the meantime ‘Cavendish’s’ rules had been declared as no longer authority in the club, received the following reply, published in the *Field* of March 30th, 1879 :—

“ W. P. E.—(1) It so happens that ‘ J. C.’ and ‘ Cavendish’ held precisely the same view with regard to lowered hands, so that your change of authority is a case of ‘ Cœlum non animam mutant.’ The arguments in favour of the decision that a lowered hand is not an exposed hand within the meaning of the law are very long and somewhat complicated, and we cannot spare space to reprint them. You will find them (with the contrary argument) in the *Field* of December 16, 23, and 30, 1871, and a continuation of the discussion in the *Field* of March 2 and 30 and April 6, 1872. (2) ‘ Cavendish’ did not write the Laws of Whist, he only obtained permission to reprint them, as he might the Laws of Baccarat of the Washington Club. *Neither he nor any other individual has the power to alter them.* If they are obscure and difficult to interpret (which I fear is the case with some of them), that is no reason you should visit the unfortunate copyist in question with your high displeasure.”

It may be the case that no one in the great metropolis of the world dare interpret and make clear what “Cavendish” acknowledges may be “obscure” and “difficult to interpret” but there are some outside barbarians who have not the fear of the Arlington and Portland Clubs before their eyes, and who have to be informed

that the present Whist Laws are a part of the British Constitution or were enacted by Parliament, or included in the Magna Charta granted by King John or Henry III. Neither do we find them in the Code Napoléon, nor are they mentioned in any Act of Congress, Reichstag, or Cortes. Then *why* are they unchangeable? Echo answers "why," and, receiving no other response, we propose trying our hand.

A. TRUMP JUNIOR.

Nota Bene.—The author wishes to draw especial attention to "J. C.'s" chapter on "*The principle which should guide decisions*," exemplifying the consistency of that gentleman. Chapter V., page 109, says: "*There is no object in a penalty for an error by which he who commits it can by no possibility profit. Thus Dummy's partner may, without being liable to any penalty, expose some or all of his cards.*" Now, why does Mr. Clay say *Dummy's* partner may without any card penalty expose "some" or "all of his cards" if not to tell you that his *adversaries* may not? and still "J. C." says:—"I was chairman of the committee of gentlemen by whom these laws were framed, and am therefore in a position to know that it was not intended to treat as exposed cards a hand lowered as you describe."

"J. C." having committed himself once, is bound to stick to his assertions. This reminds us of the witness in Court who swore a horse was sixteen *feet* high, but during cross-examination said *hands* high; when informed of his error and that he had positively sworn *feet*, said, "Then by thunder I'll stick to it."

INTRODUCTION

Whist is so called because it requires silence or close attention :

“ The winds with wonder whist,
Smoothly the waters kissed. ”

It is without doubt the first and most intellectual of all domestic games. As no element of chance enters into Chess, strictly speaking that science cannot properly be called a game. But here, in addition to the chance involved, the intellect and skill of the player are brought into great demand. At Chess a single trial of skill may last the entire evening, keeping the brain on a continuous stretch; while at Whist a hand lasts but a few minutes, and one may play fifty during the evening, none of which are at all alike, and all requiring active memory, close and keen observation, and sound judgment. Sometimes boldness and daring will carry the day; while, on the other hand, caution evinced in forethought, and wisdom applied to practice, will be found more efficacious.

In what other field can the means be found of judging so accurately of the human character?

Here the true gentleman appears in his real element ; here may be compared the silence in prosperity with the pretentious braggadocio of the winner, the kind forbearance to the faults of a partner, with the angry looks, the shrugging shoulders, and often the irritating remarks of the loser. In no place in the social circle nor in the free and easy haunts of Club life can one cultivate so well that equanimity so necessary to the polished gentleman as at the Whist table. Here good temper and moderation at the success of one's adversaries, a ready acknowledgment of errors with a calm and peaceful demeanour (no matter what the result), will prove the true gentleman at all times.

Whist has been the preferred pastime of the greatest men of modern days. The most profound philosophers, the greatest warriors, those who have attained the highest rank in the pulpit and at the bar, have made of Whist a favourite game.

Men thoroughly opposed to gambling have held Whist in high esteem, as the game is entirely unsuited for gambling purposes. Like Billiards, the game itself is of sufficient interest, and the thought of gain rarely enters into the head of the scientific player. The game having become so popular among the higher classes in both England and America, it is much to be

wondered at that there are so few good players. Parents obtain foreign professors to teach languages, dancing masters to teach dancing, that their children may shine in society, but never think that Whist should be learnt like other elegant attainments. The opportunities for speaking foreign languages and dancing do not occur every evening, but a person who has made the scientific game of Whist a study for only a short time will always be in demand, and will generally be considered a welcome member of society.

DIFFERENT GAMES OF WHIST

There are five different games of Whist, viz :

Long Whist, counting honours (now nearly obsolete).

Short Whist, counting honours, as played in England.

Short Whist, not counting honours, as played in America and many clubs of Paris.

Dummy Whist, as played in France and in the United States.

Double Dummy, Do. do.

LONG WHIST.

Long Whist is the Whist of Hoyle, whose book appeared in 1743. Although Pope speaks of the game some thirty years earlier, it was not until the latter part of the 18th century that it was played as now, or that its theory was perfectly defined.

The game is played with a complete pack of fifty-two cards, and consists of ten points. Each trick above six counts one point.

The honours comprise Ace, King, Queen, and Knave of trumps, and are thus calculated :—

One player, or one player with his partner, holding the four honours, score four.

If they hold three honours, they score two.

Holding two honours, they do not score them. Players who are at the score of eight cannot count honours.

The same rules are applied to this game as to the game of Short Whist without honours, which we give in detail.

SHORT WHIST (COUNTING HONOURS)

This is the Whist now universally played in England, both in the clubs and in private circles. The game is the same as Long Whist, but consists of five points instead of ten ; each trick above six counting one point. Honours count the same as in Long Whist, viz., four ; this is the great objection to the game. One hand may contain four out of the five points of which the game consists ; consequently the element of chance may amount to four-fifths the entire game, leaving only one-fifth of the points to be acquired by play. Had the honours been cut in two when the game was divided, leaving three out of the five points to be obtained by skill, the gambling element in the composition of the

game would have been much diminished. It is for this reason that Short Whist without honours is preferred. Rubbers, or the best of three games, are usually played. The first two games being won by the same players, the third is not played.

SHORT WHIST (NOT COUNTING HONOURS).

This is the Whist of the "Washington Club" and of many other clubs of Paris, and, as played in America, honours do not count. The game consists of five points; each trick above six counts one point. The rules are founded on the theory of combination, each player endeavouring to play not only his own but his partner's hand—that is, playing, as it were, not only thirteen but twenty-six cards.

This game is fast finding favour in the eyes of all good players, and members of the numerous London clubs who as visitors play Whist at the "Washington" declare they much prefer it to the game with honours as played in London.

DUMMY WHIST

AS PLAYED IN FRANCE AND SOME PARTS OF THE
UNITED STATES

This highly scientific game is almost universal in France. It involves a mode of play entirely

different from ordinary Whist. Honours are not counted. Each player takes dummy in turn as partner. Each trick over six counts one.

Either side making all thirteen tricks, counts a "grand slam," the winner or winners counting twenty points against each adversary; but this slam does not affect the game being played. The game goes on as if no slam had been made. If the party making the slam makes more points in the following hand they are added to the slam; if he lose, they are deducted.

If either side makes five points over and above the first six, he goes out and counts (if his adversaries have made none) five for points, three for a treble, and four for game, or "Consolation," equal to twelve points, which are added to all the points he may have made in the previous hand or hands.

For example, one side has made four, the other nothing. Should the side which stands at four make all but one trick, say six, after the original six, the score would stand four added to six, added to a treble, added to the four for game, or "Consolation" would equal seventeen points.

If the adversaries have made one or two, the winning side counts a double, or two; instead of a treble, should they have made more than two, a single, or one, is only counted.

The party who has Dummy for a partner naturally is paid double if he win and pays double if he lose.

In some clubs the slam (French, *chelem*) is not counted ; in which case eighteen points is the most that can be won or lost in one game—viz., four previous hand or hands, seven tricks, a treble, and the “ Consolation.”

In some parts of France Dummy is counted thus:—Single games without honours, each player takes Dummy in turn ; *each trick* taken counts one, and four for “ Consolation.” If the *grand chelem* is made, the winner receives seventeen points from each adversary and the game continues ; if twelve tricks are made, the winner receives the value of sixteen points. In Dummy Whist, as played at the Washington Club, points are not counted as above, but counted the same as Short Whist, so much a game of five points.

The rules of Dummy are the same as regular Whist with the following exceptions: 1. Dummy deals at the commencement of each game. 2. Dummy cannot revoke, as each player must see that he plays correctly ; if he revoke, there is no penalty, and if the trick be turned and quitted the mistake cannot be rectified. 3. No penalty can be claimed from Dummy's partner for exposing any of his own cards or making any

statement relative to the game, as his partner is blind and deaf, and can take no advantage of the same. 4. If Dummy's partners play from his own hand, when he should from Dummy's or *vice versâ*, he is liable to have a suit called by his adversaries from the hand which should have played. Dummy cannot misdeal.

DOUBLE DUMMY.

Double Dummy is played by two players, each having thirteen cards exposed. The rules of the game are the same as Dummy Whist.

There is no misdeal; as the deal is a disadvantage, the points are counted the same as in Single Dummy.

The first and most important point of Dummy Whist is to play *through* the strong, and *up* to the weak, suits.

When it is the turn of Dummy's left-hand adversary to play, it is easily seen which are the weak suits of the exposed hand; play those suits. When it is the turn of Dummy's right-hand adversary to play, he leads the suits in which Dummy is strongest; by this method the large cards of both Dummy's adversaries are not sacrificed.

As it is easier to lead up to a weak hand than through a strong one, the better player of Dummy's adversaries should consequently sit at his right.

There are naturally exceptions to the rule of playing *through* the strong and *up* to the weak. One player may be very strong in trumps and have long suits to bring in, and may play trumps, no matter whether Dummy is weak or strong in them; in which case he will have numerous opportunities of indicating that he wants trumps out, and to disregard rule.

TECHNICAL TERMS

Ace second.—Ace with one other card, Ace third, Ace with two other cards, etc. ; King second, Queen second, etc.

Establish.—A suit is established when your adversaries' and partner's hands are cleared of commanding cards, the best, or all, remaining in your hands of that suit. A player tries to exhaust the trumps for the purpose of bringing in or establishing his long suits.

Conventional Sign—is a principle generally adopted and legalised by practice for furnishing evidence to your partners of the existence of a peculiar hand, or suit ; thus, you signal your partner to lead trumps when you cannot get the lead yourself by discarding an unnecessarily high card, and afterwards a smaller card of the same suit. You return the highest of a short suit and the lowest of a long suit, throwing away the highest of a suit of which you have the full command, etc.

Discard.—The card you throw away or *écarté* when you have none of the suit led. Your first

discard should always be from your weakest suit.

False cards are cards thrown away, or played contrary to the rules of the game; thus, throwing away a higher card than a lower of the same suit, when second to play and when you are not calling for trumps nor covering a high card, or in throwing away the highest or middle card of a sequence. You should always take with the lowest of a sequence and lead the highest.

Playing false cards is a sure indication of a bad player, as it is of more importance to enlighten good partners than to deceive your adversaries. There may be cases, however, where your partner is hopelessly stupid; then it is better to deceive two adversaries than uselessly try to inform one.

Finesse or Finessing is an attempt to take a trick with a lower card than one or more in your hand, with the hope that the intermediate card or cards are with your right-hand adversary. For example, your right-hand adversary lead a small card of any suit; his partner plays the eight or nine; it is taken by your partner, who returns it; if your right-hand adversary play another small card, you *finesse* your seven or eight, knowing that your left-hand adversary could not play higher than the nine, or, holding

the King, Knave, ten, you lead the latter, it is taken by your partner's Ace, who returns the suit ; you *finesse* your Knave, judging that the Queen is not with your left-hand adversary, else he would have covered your ten. You thus make three tricks in the suit.

Forcing, means compelling your partner or your adversaries to trump a suit of which they have none. With a strong trump-hand yourself you force your partner or you take all opportunities of forcing the strong trump-hand of your adversary.

Guarded is the second best card with a small one ; with a King second you are guarded against the Ace. The Ace being played, holding Queen and a small one, your Queen is guarded against the King.

Hand. — The thirteen cards held by each player is the entire hand of each.

Honours are the Ace, King, Queen, Knave of trumps, not used in Washington Club Short Whist, but sometimes applied to Court cards.

King card is the best card remaining in each suit.

Leading-through and *Leading-up*. — You lead *through* your left-hand adversary and *up* to your right. You lead through a strong hand and up to a weak.

Long Trump or Trumps. — The last trump or trumps left in the hand.

Long Suit. — A suit in which you hold more than three cards.

Love. — The partners who have not scored are at the point of love.

Long Cards. — Cards remaining of a suit in one hand when the rest have been played.

Loose Card. — A card of no value.

Leader. — The first person that plays in each round.

To *Make* a card means to win the trick.

Master Card, or King Card, is the best card remaining of each.

Points. — The score made by tricks.

Plain Suits are the suits not trumps.

Re-entry Card, is a card that by winning a trick will give you the lead and enable you to bring in your suit.

Renounce. — A player holding none of the suit played renounces it.

Revoke. — Holding a card of the suit played, and not following suit or playing it. (The penalty is severe.)

Ruffing is trumping a suit of which you hold none.

See-saw is when two partners ruff or trump each other's suits, leading alternately into each other's hands the suits they have renounced.

Sequence.—Three or more cards that follow in regular order. Ace, King, and Queen are called tierce major. Ace, King, Queen, and Knave a quart major. Ace, King, Queen, Knave and ten a Quint major, etc. There are also *intermediate sequences* and *subordinate sequences*.

The subordinate sequence is where you hold three or more cards higher or lower, and the intermediate where you hold cards lower than a head sequence.

Score is the points marked by counters.

Slam.—One side winning all the tricks (only counted in Dummy Whist).

Signal for Trumps. (See Conventional Signs.)

Singleton. — One card only of a suit. Good players, with rare exceptions, lead a singleton as an original lead.

Strong Suit, Strength, etc. — Strong suits are of two kinds ; one is numerically strong, as four or more small cards ; the other is strength of rank, like Ace, King, Queen. It is better, however, to qualify them by using the term *long* suit and *strong* suit ; the former meaning numerical strength, the latter cards higher than the average. There may, however, be a combination of a long and strong suit in the same hand.

Tenace is when the last player holds the best and third best in any suit. When holding

the tenace always endeavour to make your left-hand adversary lead up to you.

Under-play. — The leader playing a small card when he holds the best. For example, your left-hand adversary leads a small card of a suit; his partner plays the eight; you have the Ace, Knave, and two small ones; you take with the Knave, and instead of leading your Ace you lead a small one, inferring that your partner must hold either King or Queen, as, had the original leader held King and Queen, he would have led the King. This is a play that requires great judgment, especially in plain suits.

Weakness and Weak Suits. — The opposite of strength and strong suits.

THE ODDS AT SHORT WHIST

The deal, by many good players, is not considered any advantage, thinking the lead equivalent to the trump turned. One to love, the odds are five to four; two to love, five to three; three to love, five to two; four to love, five to one.

THE RULES OF SHORT WHIST

AS ADOPTED BY

THE WASHINGTON CLUB

MOSTLY COMPILED FROM

DESCHAPELLES

Who for over twenty years made this highly intellectual game
a Study.

*The first 17 Rules are considered the "ETIQUETTE"
of Whist in Clubs and Public Rooms.*

FORMATION OF TABLE.

Rule 1.— A complete Whist table is composed of six players, who are selected by cutting; the first four players in the room having the preference, the four candidates who cut the two highest and two lowest cards play the first game; the highest playing against the lowest (this obviates the necessity of cutting the second time). The player who cuts the lowest card has the first deal, with choice of cards and seats.

Rule 2. — At the conclusion of the first game all four players again cut; those two cutting the

highest cards retire and give place to the two candidates who originally cut next *lowest*. If there is only one candidate to enter, the highest retires. After the second game the two players who originally retired enter again.

Rule 3. — When there are more than six candidates and one of the players retires, the person who cut next lowest originally takes his place as one of the six.

Rule 4. — When a table is not complete, new players take their turn in the order of their arrival; they must, however, on arriving, declare that they intend to enter.

Rule 5. — When the dealer and his partner take their places, their adversaries may choose what seats they please, without regard to the cards they drew. Once seated at the table the places cannot be changed, nor can the cards be changed after they have been cut.

Rule 6. — When fresh tables are formed, candidates who have not played at any other table have the prior right of entry.

Rule 7. — A player compelled to quit a table before the conclusion of a game may, with the consent of the other three players, give his hand to a substitute to play for him. If he has not returned at the end of the game his place may be taken by the next in succession.

Rule 8. — Any player may withdraw from a

table on paying the amount of his own and partner's stakes.

Rule 9. — Any player cutting in at one table whilst inscribed at another loses his turn at the latter, and must cut in as a fresh candidate.

Rule 10. — Any player breaking up a table, the other three have a prior right of entry into any other, cutting for the right of precedence.

SCORING.

Rule 11. — The game consists of five points. Each trick above six scores one point.

Rule 12. — If a player make a mistake in the score, and it can be proved prior to the termination of the game, it may be rectified.

Rule 13.—Should two partners insist in marking the game, and any question arise, should their count not agree, their opponents may insist on which score they retain.

Rule 14. — Should either side mark points which they have not gained, or neglect to mark them, it shall be the duty of a bystander to mention the fact and have the error rectified ; on no other occasion can he interfere unless appealed to by the players.

CUTTING.

Rule 15. — The Ace is conventionally the lowest card in cutting.

Rule 16. — All players must cut from the same pack. If two cards are exposed the player must cut again, putting to one side the exposed cards.

Rule 17. — If the cards are spread out upon the table the bottom and top cards cannot be cut. If cutting from the pack (when prepared by the dealer), the cut must contain four or more cards, and four or more must be left at the bottom.

SHUFFLING.

Rule 18. — Cards must be shuffled above the table in such a manner that their faces shall not be seen. It is only admissible to shuffle a fresh pack for the first time across the table.

Rule 19. — It is the duty of the dealer's partner, and his only, to gather the cards and shuffle them for the next deal, placing them face downwards at his right hand (left of the next dealer).

Rule 20. — Each player has the right to shuffle the cards once (rarely done amongst gentlemen), but the dealer has the right to shuffle last. Should a card be exposed when handing the pack to be cut, he is obliged to re-shuffle them if requested.

Rule 21. — It is optional with the dealer, when the cards have been shuffled by his left-hand adversary, whether he re-shuffle them or not.

Rule 22. — The shuffling of the other pack

must be finished before the deal is completed; the cards must not then be touched during the play of the other hand.

THE DEAL.

Rule 23. — The dealer (who may shuffle the cards or not) hands the pack to his right-hand adversary to cut, the deal going to the left; each player deals in his turn, unless he loses the right by some violation of the rules.

Rule 24. — Should the dealer neglect to have the cards properly cut, his adversaries may demand a new deal any time before the first card is played.

Rule 25. — If the cards are not properly cut, that is, if any card is exposed, if the cut or packet be misplaced, or if less than four cards be cut from the top or left at the bottom, there must be a new cut. (See Rule 17.)

Rule 26. — The cards must be dealt to the left, one at a time: the last of the fifty-two cards coming to the dealer is the trump.

Rule 27. — When a player has once cut the cards he cannot change his mind and re-shuffle or re-cut the pack.

Rule 28. — Any player dealing out of turn, or with the wrong cards, and the error being unobserved until the trump card is turned, the deal

stands good, and the player who was passed loses his deal.

Rule 29.—A player can neither deal nor cut for his partner without permission from his adversaries.

Rule 30. — If during the deal the adversaries erroneously question the count, or claim that it is not the dealer's turn to deal, or interrupt him by any trivial questions foreign to the subject, if he make a misdeal he does not lose his deal.

Rule 31. — Should the pack be found imperfect there must be a fresh deal. The imperfection affects only the hand being played. The previous games stand good.

Rule 32. — The trump card must be left on the table until after the first trick be turned and quitted ; if left until the dealer or his partner play the second time, it is liable to be called as an exposed card. Should it be taken up before the first trick be turned and quitted, the dealer may be called upon to show it ; and should he expose a wrong trump it also can be called. Should he forget the trump card his highest or lowest trump may be called any time during the hand if it does not make him revoke.

NEW DEAL.

Rule 33. — Should the dealer expose any card during the deal, his adversaries, if they have not

touched their cards, have the option of claiming a new deal, and reasonable time must be given them to consult. Should either of the dealer's adversaries expose a card, the dealer can claim a new deal. Should the dealer's partner have first touched his cards during the process of dealing, his adversaries may do the same without losing their right to claim a new deal if a card be exposed.

Rule 34. — If a player take a card into his hand which belongs to another pack, his adversaries can claim a new deal, or not, at their option, except the error occur through the negligence of the dealer's partner, who may not have properly collected the cards and placed them to the right; in such cases there shall be a new deal.

Rule 35.—If the dealer, while dealing, look at the trump card (or if it be seen in cutting), his adversaries may claim the right to see it, and, if they think it advisable, demand a new deal.

Rule 36.—There must be a new deal if during the deal a faced card be found in the pack, or it be found incorrect, viz., with more or less than fifty-two cards or with duplicate cards.

Rule 37. — Any player has the right to call for new cards at the commencement of a game. His paying for them, or not, depends on the regulations of the Club.

Rule 38. — Should one player have less than

thirteen cards, and discovers the mistake in time, there must be a new deal, and the missing card searched for. Should he have played to one trick the deal stands good, and unless the card be found he is subject to any revoke he may have made on account of its absence.

A MISDEAL.

Rule 39. — A misdeal forfeits the deal. Should the dealer shuffle the pack after it has been cut by his right-hand adversary, he forfeits his deal.

Rule 40. — It is a misdeal should the dealer give two or more cards wrong, or count the cards on the table, or the remainder of the pack in his hand; his only recourse is to count, with his eye, if he can, the cards dealt, and continue his deal to the end; he may, however, correct his mistake by changing the position of one card.

Rule 41. — It is a misdeal if the trump card does not come to the dealer.

Rule 42. — It is misdeal if the dealer place the trump card face downward on his own or any other cards.

Rule 43. — It is a misdeal if the cards are not dealt one at a time, beginning with the left-hand adversary.

Rule 44. — Should the dealer's partner deal by

mistake and he makes a misdeal, he is liable for all the penalties of the same, and his left-hand adversary must next deal the cards.

CARDS PLAYED IN ERROR.

Rule 45. — If a player lead out of turn, his adversaries may either call a suit when it is his or his partner's turn to lead, but not after, or they may consider the card as exposed and liable at any time to be called. If a suit is called, the penalty is paid, and the card may be taken up; the offender, however, cannot be made to revoke. If a suit is called, none of which the player holds in his hand, the penalty is paid, and he can play what card he chooses.

Rule 46. — If a player lead out of turn, and the other three have also played, the trick holds good; if, however, only the first, second, and third players have played and the error be detected, the second and third players may take back their cards without penalty. The offender is liable to the punishment mentioned in Rule 45.

Rule 47. — Should a player lead out of turn and his partner only have followed, the adversaries have the right to consult whether to call a suit or let the cards remain; if a suit be called, the leader's penalty is paid, but his

partner's exposed card may also at any time be called.

Rule 48.—Should the third player play before the second, the fourth may play before the second, and should the fourth play before the second and third, the second may be compelled to take the trick or not.

Rule 49. — Should a player in error trump a trick when he can follow suit, and the mistake be discovered in time, his adversaries may take back their cards without penalty, and have the right to claim from the offender the highest or lowest of the suit led, and may also call the exposed card at any period of the game. (See Rule 52.)

Rule 50. — Should a party neglect to play to a former trick and do not discover his mistake until he has played to the next, his adversaries may consult whether or not they will claim a new deal. If not, the extra card remains in his hand, but no revoke can be claimed.

EXPOSED CARDS.

Rule 51.—All exposed cards can be called, no matter in what manner they are exposed—if dropped on the table, thrown on the table, or held above the table, detached or not detached. The only exception to this rule is when a card is

dropped on the floor, as then an adversary may see it, but it is next to impossible that a partner ever can.

Rule 52. — Any player having played one or two cards, not of the suit led, and discovering in time that he has one of the suit, may be called upon to play the highest or lowest of that suit (take or not take), and the other card or cards are considered as exposed. Deschappelles insists that here is a double fault, and requires double punishment.

Rule 53. — A player who has made himself liable to have the highest or lowest of a suit called, and who plays a different suit, having one of the kind called in his hand, is subject to the penalty of a revoke.

Rule 54.—A player who draws out a card from his hand, detaching it from the rest of his cards, if it can be named, is liable to be called. If the person calling it name a wrong card, the penalty is paid.

Rule 55. — Two or more cards played at once are liable to be called, and the adversaries have the right of demanding *or refusing* their being played, or demanding that the highest or lowest in the suit led be played, or which card they accept to the trick.

Rule 56. — Any card dropped on the table face upwards, although it be impossible to name

it, is liable to be called ; the partner may see it, although the adversaries cannot.

Rule 57. — A player whose turn it is to lead and who has an unplayed exposed card, must wait until the preceding trick be turned and quitted (the trick is not quitted until the fingers that turned it are removed from the top of the trick), otherwise the card played shall also be considered as exposed.

Rule 58.—A player having an exposed card is at liberty to play what card he chooses if his right-hand adversary plays without calling it.

Rule 59.—Any player having a suit called for and holding none of the kind, may play what card he chooses, as the penalty is then paid. The call for the exposed card can be repeated until it has been played.

Rule 60. — If a player lead a winning card, that is, better than any his adversaries hold, and then lead another and play several winning cards without waiting for his partner or adversaries to play, his partner may be called upon to take the first trick, and, whether he can or cannot, the others are exposed cards. It makes no difference whether he play them one after the other or throw them all on the table together; after the first card played, the others are exposed. (So much difficulty has been caused by reason of throwing down winning cards, creating

discussion and confusion, that it has been considered more expeditious and better to play the hands out, and to make the offender pay a penalty by calling his cards.)

Rule 61. — If a player lead out of turn and play two cards, if his adversaries call a suit, the penalty for both exposed cards is paid.

Rule 62. — If a player throw down his cards face upwards thinking the game is lost or won, his hand shall be considered as exposed, but his partner has a right to retain his cards and play out the game.

Rule 63. — Any player who shall declare "I can take the rest," or "The rest are mine," or intimate by signs that the rest are his, or that he has won the game, his hand shall be thrown down, and his cards called in any order his adversaries please.

Rule 64. — Should all four players throw down their cards face upwards, supposing the game completed, unless a revoke be proven, the score must remain as it was when the hands were relinquished.

Rule 65. — If two players lead simultaneously, the party whose turn it was to play shall have the right of approving the card played, of considering it an exposed card, or calling for a particular suit when it is the offender's or his partner's turn to lead.

THE REVOKE.

Rule 66.—A revoke is when a player, having in his hand a card of the suit led, does not play it.

Rule 67.—A revoke is complete when the trick has been turned and quitted—that is, the hand removed from the trick—or when the party who has revoked or his partner has led or played to the following trick.

Rule 68.—If a player refuse to follow suit and his partner ask him, “You have none of that kind?” or words to that effect; unless he reply in the negative the turning and quitting the trick does not establish a revoke. The revoking player’s partner may reiterate his question. “Partner you are *sure* you have none of that kind?” and should the revoking player discover in searching that he could have followed suit, the error may be rectified and the card improperly played considered as exposed; but, should the revoking player or his partner have led or played to the second trick, the revoke is established.

Rule 69.—Any player having in his hand a card of the suit led and does not play it, if his partner ask him, “You have none?” and he answers in the negative, and it is afterwards discovered that he has made a revoke, and the

game be then or afterwards lost, the revoking player must pay both stakes. (After long debate in the Washington Club it was decided almost unanimously that all players who have fulfilled their duty by asking their partners if they have none of the suit led, have an equitable claim on the revoking player for the amount of the stakes.)

Rule 70.—Any player playing two or more cards to the same trick, if the mistake be discovered before the hand is played out the cards in each trick may be counted face downwards and the missing card restored to its owner, who is responsible for all revokes he may have made. If the hand be played out and the error then detected, he is also responsible for all revokes its absence may have caused.

Rule 71.—If a player renounce a suit and discover his mistake before the trick be turned, he is only subject to the penalty described in Rule 49.

Rule 72.—A revoke may be claimed the instant it is perceived, but cannot be established and counted until the hand has been played out. It is proved by pointing out the trick in which it was made, but cannot be claimed after the cards are cut for a new deal.

Rule 73.—Any player who in taking up his

tricks mixes them indiscriminately, making the proof of a revoke uncertain, loses his right to claim a revoke, if the trick be in his own hand, and is condemned in case of dispute if the adversaries claim a revoke and the trick be also in his hand.

Rule 74.—Any player charged with a revoke must not touch his tricks, the accuser only shall turn them over; if he (the accuser) mixes them up in such a manner as to render proof difficult, he fails to establish the revoke; and should the accused player or his partner mix the cards in any way, the revoke is established.

Rule 75.—Should revokes be made by both parties, neither can win the game; each side is subject to the penalty, for the number it may have made up to four.

Rule 76.—The penalty for a revoke may be exacted in one of the three following ways:—

1. By adding three points to the score; or,
2. By deducting three points from their adversaries' score; or,
3. By taking from them three of their tricks.

This penalty must be paid for each revoke made during the hand. It cannot, however, be divided; that is, by adding *two* points to their own score and deducting *one* from that of their adversaries, or *vice versa*.

Rule 77.—The penalty for a revoke is scored prior to the number of tricks made.

Rule 78.—Should a revoke not be claimed until the hands have been all played and the cards thrown together, it cannot then be established.

Rule 79.—When a revoke has been made, the adversaries of the revoking player have the right to consult what penalty they think best to exact.

GENERAL RULES.

Rule 80.—None but your partner has the right to ask you questions.

Rule 81.—The following remarks, or those similar, are the only ones permitted during the play of the hands. If any others are made affecting the game, the adverse party has the right of demanding a new deal. “Who dealt?” “What are trumps?” “Draw your card.” “Place your cards.” “I think there is a revoke.” “Partner, shall you or I exact the penalty?” “Can you not follow suit?”

Rule 82.—When two partners have the right to claim one or two penalties, they must not consult which penalty to exact, only in the case of revokes; they have, however, the right to

decide which partner shall claim the penalty ; if, however, before deciding or after, either partner demand a penalty, the claim is decisive, and the question cannot again be opened.

Rule 83.—Any player drawing his card or pointing it out to his partner before the latter has played, or who says “It is mine,” or words analogous, unless asked by his partner, the adverse party have the right to call on the offender’s partner to take or not take the trick or demand a new deal.

Rule 84.—A player may ask at any time before the cards are touched to be gathered, that all the cards be placed.

Rule 85.—No player is allowed to look at any of the tricks turned except the last.

Rule 86.—No one has the right after the trump card is taken up to name its rank. Any one doing so, the adverse party have the right to demand a new deal.

Rule 87.—If one side take up a trick or tricks belonging to their adversaries, the right to reclaim it holds good until the hand has been played out.

Rule 88.—In cases of dispute which cannot be settled by the rules, a majority of the bystanders shall decide the question. Should there be no bystanders present, or should they not consider themselves qualified to act as umpires, the

matter shall be referred to a committee of the club (if in a club), which shall have the power to decide all such questions.

Rule 89.—If any bystander during the play of a hand make any remarks calling attention to any fault, or in any way affecting the game, *with the single exception of correcting a wrong score*, he is liable to be called upon to pay all the stakes or bets on that game.

Rule 90.—If during the deal the cards become disordered through the fault of either side, a new deal may be claimed. If the fault proceed from one side only, the adverse party have the choice of retaining their hands, correcting the error or demanding a new deal.

Rule 91.—The game is completed when one side having gained it without dispute the cards are thrown together on the table.

Rule 92.—Bystanders shall neither have the right to walk around the table looking at the different hands, nor to ask any questions relative to the state of the game.

Rule 93.—Any player intentionally destroying the cards must call for new packs at his cost.

Rule 94.—No player has any right, by word, look, or gesture, to give any intimation of the state of his hand; neither must he detach a second winning card from his hand before his

partner has played to the first, intimating thereby that the first was a winning card.

Rule 95.—Should any question arise in regard to the application of any of the above rules, or should any player feel himself aggrieved on account of the difference between them and any other written rules, the case shall be submitted to the committee of the club (if in a club), and the committee's decision shall be held binding.

MAXIMS AND ADVICE

FOR

STUDENTS AND BEGINNERS

Before playing, sort your cards carefully and count them, because if you should have less than thirteen cards and have played once, you are liable to the penalty of a revoke on account of the absence of that thirteenth card. (See Rule 38.) This is a most important matter.

Examine the strength of your hand, which are your best and longest suits, the number and quality of your trumps, the score of the game, and form your plan of attack or defence, as the case may be; after which watch the cards as they fall on the table, never looking into your own hand except when it is your turn to play. By adopting this course you can calculate nearly how many cards of each suit are in the hand of each player, and you avoid the obnoxious habit of some players, who, in always looking at their own hands, are compelled every time it is their

turn to play to exclaim, "Gentlemen, draw your cards." Having once played your card and being in the act of solving some nice problem, you are annoyed by being requested to play the same card a *second* time. When playing with people of this habit, place your card immediately in front and close to your own side of the table, it is then properly placed, and you need not touch it at the command of "Draw" or "Place your cards."

Avoid as much as possible any regular manner of assorting your different suits. Change frequently the position of your trumps as there, are people who, intentionally as well as unintentionally, acquire information of the state of your hand in consequence of always putting your cards in the same place.

Carefully observe the different systems of players. Some, when a forced lead is necessary, with an Ace and one small card of the same suit, will lead the Ace first, some the small one (the Ace is the proper play); if you are sitting to the left of the leader with the King second, you may obtain by close attention information which will be of great advantage to you in deciding which card to play.

Attain as early as possible a knowledge of the general system of Scientific Whist, that is, by playing in the simplest manner according to

rule, never considering your own hand separate from that of your partner's, each party playing twenty-six cards instead of thirteen; both hands combined as if they were one, each associate giving the fullest information to each other with regard to the state of his hand, as it is a general rule that it is better to inform your partner than deceive your adversaries. There is, however, an exception to this rule. If fortune associates you with a partner who is utterly ignorant of rule, the information you would give the practised player would be utterly thrown away upon him, in which case do the best to deceive your adversaries. The mutual information principle, however, is that which is most highly recommended and that which is now practised by all first-class players.

There are three systems mostly in use. The first and best is leading from and establishing your long suit; the second, the playing of master-cards, and the third leading from singletons and short suits, for the purpose of ruffing with trumps.

All good players of Modern Whist commence with their long suits, keeping their Ace and Kings, when trumps are exhausted, to bring them in. The badly educated adopt the second and third systems, leading out their Aces and Kings or their short suits; consequently, before

the hand is half played out they are stranded high and dry, completely at the mercy of their adversaries. If your partner is a good player your first lead is of the utmost importance to him, as it is the first intimation he has of the state of your hand ; he will also be able to judge by the card you lead whether you have led from numerical strength or from strength in master-cards. You may have led from four, five, or six small cards of a suit, or from three master-cards and one small one. There are writers who object to the long suit system, but there can be no question that four times out of five, if your opening suit be your long suit, you will be the gainer in the end and will have properly played.

As mentioned above, the leading out or opening the game with master-cards is impolitic, especially if you hold but few, as they are of immense value in giving you additional leads when the game is further developed.

The third system, that of leading from singletons and short suits, for the purpose of ruffing (the most debasing use to which a trump can be put), has this great objection : after the first ruff you are detected, and often before, as in a few games your system is known when your adversaries, by leading trumps, bring in their long suits of which you were short, and your game is

lost. You are naturally not compelled to follow up your opening suit, should circumstances arise requiring a change of play. Your master-cards will always make tricks, and if you are short in a suit, ruff it when it is led by your adversaries, and you have reason to think the trick cannot be taken by your partner.

All long suits are led from their highest or lowest cards, with two exceptions—viz., with King, Knave, ten, and others, the Knave is led in trumps and the ten in plain suits; and with the Ace, King, Queen, and small ones, or with the Ace, King, and Queen alone, the King is played first, then Queen, then Ace.

If your partner refuse to trump a certain winning card, he must be strong in trumps or have none at all; in such cases lead trumps the first time you get the lead.

If you are weak in trumps (three or less), trump an uncertain trick; in addition to securing the trick you convey the valuable information to your partner that you are weak in trumps. If you are strong, pass an uncertain trick.

Never force your partner unless you are strong in trumps (four or more), or unless you can obtain thereby a double ruff, or, if he has taken the force once and has not led trump, or unless to win one or two tricks to make or save the game.

If strong in trumps, discard your adversaries' suits ; if weak in them, keep a guard on them as long as possible, but let your first discard be from your weakest suit.

If your partner is a good player and purposely forces you, take the force ; he must be strong in trumps and responsible for the game ; if he be a bad player, you must act as your hand dictates.

Avoid playing a suit from which your partner has first discarded ; he has told you plainly that he has no strength in it.

Be particular in remembering the trump card, and when taken into your own hand keep it as long as possible, following suit with cards next in order above or below its value.

If your partner refuses to follow suit to a card led, be particular in asking him if he has none of that kind ; should he revoke, and you have failed to ask him, the fault is as much yours as his.

Never play false cards is a general rule ; there are cases, however, when this rule may be disregarded, as all rules may, on exceptional occasions, viz., when you are satisfied that, no matter what you play, your partner cannot be affected. If, for example, the first player lead a ten of spades, the head of a long sequence, and you, the second player, hold Ace, King, Queen, and Knave, you would be perfectly justified in

taking the trick with the Ace, if strong in trumps ; the first and third players would not play it again, thinking you had no more ; your partner would not lead it, for the double reason that it must be a short suit with him, and he could not force you, because he must be short in trumps if you are long ; the consequence would be that your adversaries would fall into the trap by leading trumps, thinking to make their long suit in spades. Again, there are occasions when to play correctly you must play false cards. Suppose the Queen is turned and the first player holds Ace and three small trumps, with good suits ; he consequently leads a small trump ; his partner, the third player, holds King, Knave, ten, and a small one ; he takes with King, and instead of playing his small one, which, according to rule, would be the correct play, he supposes correctly that his partner holds the Ace and plays the Knave, which draws the Queen, which falls to the Ace, and four rounds of trumps are secured.

There are other cases, such as when, being fourth player, you take a trick with a higher card than is necessary, because, when played up to, you are in a better position ; but great care should be taken not to deceive your partner, unless it is to the positive benefit of the combined hands.

With these exceptions, the general rule ought to be followed, especially in the management of your small cards. Never, under any circumstances, throw away a three if you hold the two ; it makes no difference to you, but it may deceive your partner and it is an inexcusable fault.

Never trump an uncertain card if strong in trumps, nor omit to do so if weak in them. The player has a double advantage in following this course ; viz., if the best card of the suit played lies with his partner, a useless trump may obviate the necessity of his playing it, while your partner will know that you are weak in trumps and play accordingly. This is a maxim which should be strictly adhered to.

Never trump a thirteenth card second hand if strong in trumps, but always if weak.

Keep the commanding card of your adversaries' suit as long as possible ; but, on the contrary, be careful in not keeping that of your partner's, as you might be compelled to stop his suit. That is one of the reasons why when you take the first trick of your partner's suit you return the highest, if you originally held but three.

It is one of the universal maxims of Whist to force the strong hand in trumps, but never both adversaries, as the weak will trump and the

strong throw away losing cards ; this must be carefully avoided. If you are weak and your adversary who is strong has none of your principal suit, force him every time you got an opportunity ; if his partner follows suit, that is the surest way of destroying his strength.

With Ace and three small trumps never win the first or second lead of trumps ; throw away losing cards, as, if the trumps are equally divided, you are left with the lead in the last round, and the thirteenth trump, which may be used against your adversaries with fatal effect in bringing in your long suits.

If either of your adversaries trump your long suit, and you require two leads of trumps to exhaust them, when you get in, if you hold the Ace and others in trumps, lead first your Ace, then another, no matter what your other trump may be.

If you win your partner's lead cheaply, say with the Knave or Queen, unless in trumps, do not return the lead, as your right-hand adversary evidently holds the tenace, with the Ace or King.

If with a very strong suit and a medium hand in trumps you lead trumps hoping your partner may be strong in them, lead first your strong suit to show your partner, then continue with trumps. If strong in trumps, lead them first.

The author agrees with Mathews, who thinks the first object should be to save the game if it appears in probable danger ; the next to win it if you have a reasonable hope of success by any mode of play, though hazardous. There are, however, many eminent Whist-players who never think of saving the game until they find they cannot, win it. We have heard strong argument on both sides of the question, and must leave the decision to the ability and dash of the different players.

It is a very nice point, if strong in trumps and you hold the commanding card or cards of your adversary's suit, to force your partner with the small cards of his suit, keeping the commanding card or cards until the last.

If holding five or more cards in a suit, with King, Queen, and Knave, it is best to lead your Knave for the purpose of drawing the Ace from your adversaries or partner, and at once obtaining command of the suit.

The general rule is, when you return your partner's lead, if you have but three you return the highest, and if four you return the lowest. There are exceptions, however, to this rule. Should your partner lead from a long suit and you hold Ace, King, and two small ones, you take with the King and return the Ace, else your partner, thinking the Ace may lie with your right-hand adversary, may finesse a small

card. With this exception, the rule should be strictly followed, as, next to a signal for trumps, it conveys to the fullest extent the state of your hand in any particular suit.

Suppose, being third player, you take the first trick with the Ace ; you have of that suit left the five, four, and three ; you return three ; the next time the suit is led you play the four. Your partner should then know that you still hold another in that suit ; had you but two left you would have returned the four instead of the three. This legal communication between partners is most essential to the combined game, as the giving and obtaining information of this nature is most important and its practice one of the principal traits of the finished player.

ASKING FOR TRUMPS.

The conventional signal of *asking for trumps* has been in universal use in England for the last forty years ; it is but little used in either France or the United States, and as it cannot be prohibited, as many first class American players think it ought to be, the only safety is in acquiring a knowledge of the signal, because if you have a partner who does not regard this sign and are playing with adversaries who do,

you and your partner will be labouring under a decided disadvantage. There is nothing unfair in the sign, and it must in time come into universal use. The signal is mostly called "*Blue Peter*," and consists in discarding a high card on the first lead and afterwards a lower one; great care, however, must be taken that the card thrown away is an *unnecessarily* high card. For example, if the leader plays a small card and your partner puts on the nine, or ten, that is not an unnecessarily high card, and would not be a legitimate call for trumps, because with the nine, ten, and a small one, the nine would be the proper card to play second hand for the purpose of trying to take the trick. The card led should be higher than that which your partner plays to constitute a regular call for trumps; for instance, the leader plays a nine, your partner the seven or eight, and afterwards the six, five, or a smaller one, that is a legitimate call for trumps. The success of the modern game, or long suit system, depends greatly on the extraction of trumps as early as possible in the game; consequently, if you have a long suit and are strong in trumps, if you cannot get the lead you must signal to your partner to lead trumps, when it is his imperative duty to lead them, if he has any; he must abandon his own game and play entirely into your hand, as you

have plainly told him "I am strong and responsible for a large score, and it is for our mutual benefit that you throw your entire strength into my hand." There is a great responsibility affixed to the player who calls for trumps; he should at least have five, and one or two long or good suits; if he holds good cards in the other suits he can himself early get the lead.

When your partner calls for trumps, lead the best in your hand; if that takes, lead the next best and continue.

It has been considered by some Americans and Frenchmen that it is unfair to use the conventional signal for trumps; but no reason can be shown why it is more unfair than leading King, Queen, Knave, telling your partner you still hold the Ace, or to discard an Ace, which is telling him you hold the best cards in that suit. You return your partner the highest of a short suit, that is telling him you have only three or less. If third player when you hold the King and Queen, you take with the Queen, that is clearly saying to your partner, "I have not the Knave, and may have the King."

English whist-players, when visiting Paris clubs, generally ask the question, "Do you play Blue Peter?" If the response is in the negative, as a matter of honour they do not signal for trumps with one another.

A great advantage in drawing trumps early in the game or showing your partner that you are strong in them is that he will keep his strong suit entire; otherwise, if he thinks the adversaries are strong in trumps he will throw away the weak cards of his own suit to keep the guard of the adversaries' strong suits.

To acquire a knowledge of the strength of a suit led by your partner, notice especially if he lead the larger or smaller card first. For instance, if he leads a seven and after that a six he has made a forced lead and is weak, but if he plays first the six, then the seven, he may be moderately strong in the suit; the same with any other card.

If you have the last trump and one losing card with several winning cards, play first your losing card, as your left-hand adversary may finesse, and second best in your partner's hand win, thus making all the remainder of the tricks.

If your partner discard the best of any suit it is to inform you that he holds the best cards in that suit, but if he discards the second best it tells you plainly he has no more.

In playing for the odd trick violation of established rules is often justified; you may lead singletons, force your partner when weak in trumps, refrain from leading trumps when strong in them, avoid finessing and play in a

manner that skill, experience, and attention will dictate.

When your adversaries' trumps are exhausted and the remainder are divided between you and your partner, if you have no winning cards in other suits, play a small trump to put your partner in, that he may lead and give you the chance to throw away your losing cards.

If towards the close of the hand, and most of the trumps have not been played, should your partner play a thirteenth card, his object, if he play correctly, is that you should cover it with a high trump to strengthen his hand.

If playing with a beginner, or poor partner, avoid giving advice or finding fault during the play of the hand, as it only confuses him and does more harm than good. On the other hand, avoid if possible playing with those who pretend to instruct and find fault while the hand is being played ; they are generally ignorant and judge from consequences.

There are players who invariably at the end of a hand commence with "If you had played" such and such a card, "we could have saved," or "won the game," or "made another trick," etc., etc., and although they may not mean it, they say it in a fault-finding tone, which leads bystanders to suppose that their partners have played improperly and offends their *amour*

propre. If remarks *must* be made, it is just as easy to be polite and preface them with "If by chance you had played so and so, I do not say it would have been the correct play, but if you had it would have made some difference."

When you cut in with a poor player do not assume a resigned and gloomy expression of countenance, for it will certainly call up an exultant smile on the faces of your adversaries, which, if your partner can see anything, is sure to render him either angry or, if he be modest, unfit to exercise the little skill with which he is possessed.

When sitting down to play with strangers, be certain you demand which are the winning seats and winning cards, and if you have the choice take them; if you lose the first round get up and turn your chair round three times, then cross your legs, and if either of your adversaries turn a black deuce, be certain you lean forward and touch it before the dealer can; these signs will at once convey to your partner the knowledge that you are deep in the game (*).

(*) When Artemus Ward wrote "The proprietors of the Washington hotels are the politest people on record," he added a note, "*This is sarcasm.*"

THE ORIGINAL LEAD

The original lead is of vital importance in the game of Whist, as it gives the leader's partner the earliest information of the cards the leader holds; it is also of great advantage because it opens up the long suit of the leader, and gives him the best chance of establishing it if trumps are equally divided; it informs his partner what suit to return when he has led or exhausted his own long suit.

It also is of great advantage because he can exhaust or lead trumps before his best cards can be ruffed, and it forces out the commanding cards of that suit held by the adversaries, who wish to enter to play their own strong cards, or it takes out their trumps, which gives the leader and his partner a numerical strength in trumps over their opponents.

It often occurs that a player holds a long suit in trumps and one long plain suit; if he have the lead, the chances are he wins the game before his adversaries can enter to play their master

cards, which otherwise would have compelled him to ruff, spoiling his chance of making the game.

The theory of Scientific Whist compels you to lead from your longest and strongest suit, and this is the generally adopted rule by all first-class players—that is, in plain suits, with four trumps; it is only justifiable by considerable strength in other suits. If you have a long suit to bring in and four trumps it is best to show your partner your long suit before leading trumps.

It is sometimes difficult to decide between five small cards in one suit and four strong ones in another; either is justifiable, depending on the state of the game. In case, however, of four weak ones and three strong ones, the lead of the former is imperative. There are occasions when your longest suit is trumps and you do not deem it prudent to lead them, when your partner cannot enter and when *forced* leads become necessary, say a lead from two cards; in such cases you should lead the higher.

With a short suit of trumps the first player is hardly ever justifiable in leading them, and it is only excusable in holding master cards in *all* the other suits, because, if your adversaries hold the long suit of trumps and one long plain suit, you are simply playing their game.

Never under any circumstance lead a single high trump until you know whether your partner or adversaries are longest in them; if the latter, you are also playing their game; if your partner is longest, the play is correct.

With Ace, King, Knave, and three small trumps, lead the King, then Ace; the chances are the Queen falls to the Ace, but if you hold Ace, King, and four small ones begin with a small one; if the second player holds the Queen, the chances are he will pass it and your partner's Knave may win the trick, and the Queen will be likely to fall on the third lead of trumps; then your partner may hold the Queen when your trumps suit is established.

With King, Queen, and two or more small trumps, lead the lowest, but in plain suits lead the King and if that passes follow with a small one, with King, Queen, and one other. Unless this lead is forced upon you it is better to await a lead of that suit, as you will, three times out of four, make both your King and Queen.

If you have a long or strong hand in trumps, it modifies in a great measure the lead in other suits. For example, with Ace, King, and three or more small ones of the same suit, if you wish to establish that suit surely, lead first a small one, then, on your partner's return, the King and Ace will draw the others of that suit, but if you

are not strong in trumps and your game is in any danger, you run the risk of having your long suit ruffed, for which reason it is better to make your winning cards early and run the chance of establishing your suit later. In trumps, however, the small card is the correct play, and in other suits when the trumps are exhausted.

With a sequence of the Queen, Knave, ten, and others, commence with the Queen, which will almost certainly force out the Ace or King, or perhaps both, as the second player may cover with the King and your partner with the Ace, leaving you with the entire command: if the Queen passes, lead the Knave.

LEADS

The general rule is to lead from the highest or lowest of a long suit, but there are some exceptions, the principal of which is, when holding king, knave, ten, and others, if the suit is trumps the knave should be led, if plain suits the ten. Most English players lead the ten, whether trumps or not, to distinguish it from knave, ten, nine suit.

With ace, king, and two or more small ones, not being trumps, lead king; should your partner's knave fall lead small one, that he may make his queen or a small trump.

It is a fatal error to lead trumps because your adversaries are four and you have a poor hand; play the correct game, as you otherwise may jeopardise your partner's hand. Nor lead a trump through an ace or king turned up at your left; nor refrain from leading because an ace is turned up at your right. The value of cards is relative; if your partner's king falls to the ace, the queen in your hand is just as good.

If you have a miserably weak hand, poor in all suits, lead the *nine* (if you have it) of your longest suit, which will at once convey to your partner the knowledge that you have nothing in any suit, or you have led it as the lowest of a sequence up to the king; the chances are the cards in his own hand will tell him which, or he will know at once by the card you play on the return lead.

If to the best card of your long suit either of your adversaries throw away a losing card of another suit, and you hold the best of the suit discarded, play it at once, before continuing your suit.

With king, queen, knave, and two or more, lead knave.

With knave, ten, nine, and others, lead the knave; the return lead will demonstrate what you led from.

Long sequences, lower than ten, are commenced with the lowest card.

If from circumstances you are compelled to make a forced lead, say with three or less, lead the highest. With queen, knave, and one small card, lead the queen; with queen, knave, and two or more small ones, lead a small one.

If however with the queen, knave, and others you hold the nine, many good players argue

that you should lead the highest and finesse your nine on the return lead.

With knave, ten, and two or more small ones, lead a small one.

With ace and three or four small ones lead a small one; with more than four lead the ace, to prevent its being trumped second round. With king and three or more small ones lead a small one, or with queen or knave and three or more small ones, lead a small one.

With four, five, or more small cards, lead the smallest. If you hold the ace, king, queen, or ace, king, queen, knave of any plain suit, commence with the king, and continue with the queen, knave. Your partner will always be certain where the ace lies, and no good player would trump your king led; this conveys useful information, especially if you change the suit.

With king, queen, knave and ten lead your ten to force out the ace from your adversaries, or make your partner play it that you may remain with your suit established.

With ace, queen, knave, and others, lead the ace, then queen. If your partner holds the king he should play it on your queen, so as to give you the command of the suits. Some players play ace, then knave, that their partner may cover the knave with the king.

The lead in trumps varies but little from the lead in plain suits. In trumps the play is rather more backward; unless you have sufficient trumps to divest your adversaries of all power at once, the play is the lowest from four, five, or six.

With ace, king, and *five* other trumps lead the king, then ace; with less than *seven*, lead the smallest. Sometimes, however, the state of the game may render it necessary to lead trumps two or three times, in which case play king, ace, and a small one.

With ace, king and a forced lead, lead ace, then king. Your partner should understand you have no more, and that this is not, as some players pretend, a call for trumps.

Avoid leading from a singleton. You are always suspected by your adversaries, and your partner can never tell whether you are long or short in the suit; he may be long in trumps, draws them out, and returning your suit finds that he has established a long suit in the hands of his adversaries.

If your partner has been forced by any of your long suit leads, continue to force him, if he has taken the force and has not returned trumps.

With two or three long trumps left in your hand and without any knowledge of your partner's best suits, lead one of your trumps to see what suit he discards.

If with the ace, king, and knave in your hand you lead the king and stop, your partner must understand that you hold the ace and knave; the latter you wish to finesse, supposing the queen to be held by your right-hand adversary.

Some first-class players in the original lead call for trumps because they wish them *led by their partner*; thus with ace, king, and a small one of a plain suit, they lead the ace, then king, and then the small one, considering the ace led before the king to be a legitimate call for trumps. It is considered, however, by the authorities that if a player is strong enough to call for trumps, he is strong enough to lead them.

Continue the play of a suit of which your right-hand adversary is weak and the left strong, consequently be careful of returning your partner's lead; if you have taken the trick with a low card, the chances are the strength is with your right-hand opponent.

SECOND HAND.

The general rule for the second hand is to play the lowest, the object being on the return lead to have the command, also to give your partner a chance to take the first trick. For example, suppose your right-hand adversary holds king, knave, and two small cards, you hold the ace

queen, and a small one, your partner ten and two small ones, your left-hand adversary three low cards ; you play a small card on the first lead, your partner takes the trick with his ten. When your left-hand adversary enters again he returns his partner's lead when you hold the tenace over his king, knave, and he makes no trick in his suit.

There are, however, numerous exceptions to the rule of playing the lowest second hand. For example, if you hold three high cards in sequence with one or more small cards, play the lowest of the sequence, or with three cards moderately high, such as queen, knave, and another, cover a high card.

With ace, queen, ten, play the queen.

With ace, queen, knave, play the knave.

With king, queen, and a small one, play the queen, the suit not being trumps.

With ace, king, and a small one, play the king.

If the knave be led and you, second hand, hold the ace, you should cover the knave ; if the leader played correctly the knave was the highest of his suit. By covering his knave, if your partner holds the king, he has command of the suit ; if he holds the queen the chances are she is guarded and safe, the king being held by your left-hand adversary.

With king and another *in trumps* play the king second.

With king and another *not trumps* play the small one, unless to cover a high card.

With queen and another, whether in trumps or plain suits, play the small one, unless to cover a high card.

If holding the best card in the second round of a suit, the second hand should win the trick, unless he is sure of a finesse against the first player.

If you are short of a suit led play an honour, on an honour, if long play a small one.

With five or more headed by the ace play the ace second, for fear of the suit being ruffed next round.

With king, queen, and one or more small cards, the suit being trumps, play a small one; not being trumps play the queen.

With ace, king, knave, play the king.

If strong in trumps do not trump a doubtful card; if weak trump always; this will also convey the knowledge to your partner that you have only three or less trumps.

It is a general rule that with four of a kind the second hand plays the smallest, with three of a kind the *second* best (if in sequence); thus with queen, knave and two or more small ones, with knave, ten, and two or more small ones,

etc., you play a small one; but with the queen, knave, and one small one, or with knave, ten, and one small one, or with the ten, nine, and one small one, you play the second best.

With great strength in trumps the second hand should pass tricks which in plain suits he would cover, for the double reason of leaving it for his partner to take and keeping command of the adversaries' suit.

THIRD HAND.

The general rule for the third hand is to play the highest, not only to win the trick, but to strengthen his partner's hand, he being supposed to play from his best suit, and if you do not win the trick you help to establish his suit by getting the highest cards out of his way. The exceptions to the rule are, first, that you play the *lowest* of a sequence if you hold no higher card than the *highest* of your sequence. And second, the *finesse*, the special attribute of the third hand, and the most difficult part of the game to acquire, necessitating great judgment and skill both in theory and practice.

The finesse consists in playing the second or third best on a low card of your partner's lead when you hold the best. For example, if you hold the ace and queen of your partner's lead, you

play the queen, supposing the king is with your partner or your right-hand adversary. If you hold but three of the suit led, you take with the queen and lead the ace; if you hold ace, queen, and two or more small ones, you return a small one.

If you want one trick to win or save the game, suppose each player has three trumps and your partner is obliged to lead a trump, you hold king and two small ones, fearing the ace may be with your left-hand adversary, you finesse your king and play a small one, your adversary is obliged to take the trick and return a trump; you then must secure one trick with your king.

When strong in trumps you can afford to finesse more closely, as your long trumps will bring in your high cards.

Refrain from finessing in your partner's long suit. As he wants the high cards out of his way, the cards you hold of the suit led and the card led will be a sure indication whether he has led from strength or weakness; if he has led from weakness, you may finesse more freely.

As a general thing, it is imprudent to finesse the second time round of a suit, as the chances are the trick will be trumped the third round; if however, the trumps are all out, and if you want one or two tricks to save or win the game, you

may finesse more closely and throw the lead into your opponents' hands. For example, the trumps are all out, one suit remains untouched, your right-hand adversary holds the king, queen, and ten, you hold ace, knave, and nine. Your right-hand adversary plays the king, you finesse the nine, which gives you two tricks; had you taken with the ace, you would have made but one trick.

You finesse deeper in trumps than in ordinary suits and more freely in your adversaries' suits than in your partner's, also more in the suits of your right-hand adversary than in those of your left.

Be careful to watch the fall of the cards from your left-hand adversary; if he is weak in the suit, finesse freely, and do not throw away unnecessarily high cards.

If your partner leads the ace followed by the queen of a suit and you hold the king and two small ones, take his queen with your king and return a small one, that you may not stop his suit.

Suppose your partner leads the nine of a plain suit, this card, if the lead is an original one, distinctly informs you that your partner holds weak cards in all the suits, and that this is the best of the suit led; your right-hand adversary plays a small one, you hold ace, knave, ten, and one

small card, you pass the nine ; if your left-hand adversary is obliged to take with the king you have the command over your right-hand adversary, who evidently holds the queen.

If your partner leads a suit of which you hold ace, queen, and knave you finesse your knave and wait for your partner to enter and again lead the suit ; the king must be either with him or your right-hand adversary ; if the latter, the chances are he never makes it, as your partner must see you hold the tenace over the king, in consequence of not returning the lead.

If you require one trick to save or win the game and hold ace and queen, it is useless to finesse, and you might lose the trick by doing so.

In connection with the play of the third hand and the subject of finesse, we here quote a chapter from the great Deschappelles, to whom we are indebted for the fundamental principles of our rules :—

PASSING THE TRICK, OR FINESSING.

“ If, when a suit is played, each party were to hasten to force it with their best card, the most skilful player would be he who is best furnished with that suit; the strongest card

would, in all cases, determine the fortune of the players; all science and skill would entirely disappear from the game, and the empire of brute force, operating in all cases with the same power, would be firmly established. *Ennui* would soon give rise to new reforms, the useless trouble of dealing the cards would be discontinued, and thus, that beautiful problem, Whist, would be degraded into the common and ignoble game of *Rouge ou Noir*.

“ All this is, however, prevented by the *finesse*.

“ The principle of this practice, which forms an essential part in all the various combinations we are here investigating, and which is based upon acute discernment and a well-calculated doctrine of chance, is diametrically opposed to *mere* chance. It deprives the latter, one by one, of all those solid, and apparently, enormous advantages it possesses, and eventually completes the triumph of mind over matter.

“ It appears here indispensably necessary to define the various and different acceptations in which the word *finesse* may be taken; qualifying each of them by an epithet which will facilitate our progress, and render our meaning more intelligible to the reader.

“ We shall commence by designating the principal circumstance of the *finesse*, annexing

definitions and examples illustrative of their nature, and characteristic of their peculiarities.

1. The finesse proper.
2. The returned finesse.
3. The finesse by trial.
4. The forced finesse.
5. The finesse by speculation.
6. The finesse on the partner.

“ *The Finesse Proper.*—When, upon the invite of your partner, you refuse to force with your strongest card, or one of equal strength, you are in the case of the finesse proper.

“ Holding the ace, queen, and ten, and taking with the queen, is a simple finesse; that is, a finesse to the king.

“ If your left-hand adversary hold the king, the finesse will have been unsuccessful, but you cannot be called to account for bad playing, for the chances were three to one in your favour; that is, that the king was held by your right-hand adversary, or, more probably, by your partner. Even in this latter case, the finesse is not without some consequence, because it affords you the opportunity, after you have made your ace, of returning your partner's lead, by a low card of that suit in which, by his invite, he may be presumed to hold strong cards.

“ If, instead of taking the trick with the queen,

you only forced with the ten, or even let pass a nine or eight played by the partner, the finesse would be double, treble, or quadruple, without losing its denomination.

“ When your partner leads in a certain suit, it may be presumed that he does so with some intention ; he is desirous of assisting you to make as many tricks as possible in that suit. However vague it may be, it is your business to interpret his meaning. Has he played in this manner to rid himself of the suit, or to favour another suit and get the last play ? Or is his motive to favour your play, as he has no opportunity of making tricks himself ? If his intention be to get rid of the suit, return his lead, and do not forget to play out your highest cards ; if he wish to get the last play, return the suit, and preserve your low cards to continue the play ; if he wish to favour your play, the suit is then confided to your care ; make the best use of it and exert all your skill to make it last as long as possible. The difference between these answers and the evil resulting from mistaking either of his motives, are evident. Nothing therefore should be neglected which may give you a chance of discovering his intention. To attain this end requires, however, considerable reflection, without which no one can expect to succeed.

“ Firstly. We must consider the skill and mode of playing of our partner, together with the interest and attention he bestows on the game; we must next endeavour to remember the cards already played, and the particular circumstances of the round. We must always be prepared to take advantage of every information we may acquire; and, in all instances, to make allowances for those circumstances which may modify or change our position.

“ The motives for a peculiar system of play rest entirely with the player; it is here that proficient display their great skill. Much might be said on this question, so much, indeed, that we think it more advisable to refrain from entering on the subject, as we have already demonstrated the danger of overcharging the memory with the peculiarities of each case, and as the position of the player is continually changing in form and circumstances.

“ It will be observed, once for all, that the cases which we quote as examples are purely hypothetical; and that our precepts are equally applicable to every stage of the game.

“ When strong cards are played, the finesse is a general practice, which no one omits to employ. There are, however, many cases in which it should not be used. We should keep our attention continually on the stretch to guide

us, after well weighing its advantages, in the pursuit of that plan which others practise as a matter of course. One moment of inattention or distraction is sufficient to draw us into some absurd fault, which will sacrifice our reputation for ever. We have seen very skilful players pass a trick which would have won them the game; and we have known others commit the same error upon the last trick but one, although they still held a trump.

“ The finesse is also a dangerous experiment with a bad hand, because as only weak cards are then held, every new lead must become a fresh source of injury to your game; it is also very unsafe to try it upon a trick which may save the game.

“ *The Returned Finesse.*—This finesse takes place on the lead of the left-hand adversary; but it is not definitive, since your partner has not yet played, and he may be in a condition to take the trick. With a good hand, this finesse may continue some time; and we may thus procure an opportunity for making an advantageous counter-invite; the same occurs when it is to our interest to give our partner the lead, but we should assist him when he holds weak cards, and support him in a suit of which he may probably hold none; holding ace and queen,

put down the queen ; the danger is then in the false invite.

“ A false invite is easily discovered, by comparing the card played with those already out ; it is also known by an acquaintance with the player's game, by his necessity of inviting with a low card for want of a stronger, or by that description of play which is interested in deceiving all parties. The point of time in which this occurs, and its coincident circumstances, are our chief assistance in the solution of the problem. For this, we refer our readers to our remarks on the subject of the true invite. Whether it be that the elements of analysis are not sufficiently numerous, or that they are improperly applied, or whether our attention is distracted by some new stratagem of the enemy, it must be confessed that the meaning intended to be conveyed by invites is frequently mistaken. To this we can only remark with the physician in Molière. Sometimes, however, all this will not prevent the patient's dying ; but, at any rate, you will be consoled by reflecting that you have done something for him.

“ Frequently, when your partner is short of a suit, your right-hand adversary, presuming upon the weakness of his hand, will not fail to play a low card, and his partner, understanding his intention, will take it with his strongest, con-

trary to the usual practice; this manœuvre will be repeated a second time, and if you allow the trick to be taken, in hopes of preserving your resources, you will lose a point; sometimes, also, it may be to your interest to take the lead, in order to play some strong card, or to get the lead again into your partner's hand. In all these cases, it is advisable not to finesse, since, in general, all the strongest cards should be played out by which there may be any hope of making a trick.

“ The same may be remarked of every description of finesse, when there is question of a trick of importance, which may cause the winning, or prevent the losing of the game.

“ *Of the Finesse by Trial.*—If, holding king, knave, and ten, you put down the latter, on the invite either of your right-hand adversary or partner, and if it be taken by the ace on your left, you are justified in concluding that the queen is not there; whence it follows, that on the return of the suit, you may securely put down your knave, as the finesse has been fairly tried.

“ This deduction may be considered certain upon the invite of the partner, for the last player would never have taken with the ace, and made the king the best card, if he could have taken the trick with the queen, unless by a mistake,

which you cannot, of course, be expected to take into account. If the invite had originated from your right-hand antagonist, your security would not be so good, because it might happen that your left-hand player would not choose to risk a trick in a very long suit, or because it might be to his interest to take the trick at all events ; from which it follows, that this finesse can never be tried beyond a certain point, and we should place no dependence upon it, except when admitted by the game, or when the trick is of minor importance.

“ With regard to the important trick above mentioned, we must here remark, that when it may win the game, it should never be allowed to pass.

“ We have seen some persons play with this trick, as a cat plays with a mouse ; even letting it escape them, blindly confident that another opportunity would present itself, and that they could take the trick whenever they pleased. Their folly, however, frequently suffered a just punishment ; for the opportunity never occurred again, and they lost not only the game, but, perhaps, the rubber, and did not dare to reply to the irritated looks of a partner, who was prevented only by politeness from bestowing a severe rebuke. Besides so disagreeable a dilemma, there is another circumstance of some

weight, which is, that when the game is on the point of being lost, the moment of suspense should not be prolonged.

“ With respect to the trick which prevents the loss of the game, we are not of opinion that it should always be taken on the first opportunity.

“ But let us be understood: this trick is not of such importance, either when you hold in your own hand, or when you know that your partner possesses the means of winning it, nor when, instead of a certainty, you have three or four probable chances of saving the game; these latter chances are more especially to be weighed in the scale against the hopes you may entertain of making the trick by playing with less timidity. In this case we should be well acquainted with the number of trumps not yet played, the thirteenth card of each of the four suits, the best cards remaining in the four hands, and where they lie, etc., etc. It is the knowledge of these facts which makes this trick of comparative insignificance to the proficient.

“ We have already given it as our opinion, that the only case in which this trick should not be exposed to risk, is between the points of three and four.”

FOURTH HAND.

Authorities generally say the fourth hand has but little to do but to win the trick with his lowest available card, unless it is his partner's, in which case he must throw away the lowest of the suit led, or the lowest of his poorest suit (here the leader should watch carefully the card thrown away, as it is the first opportunity the fourth hand has for calling for trumps) ; but there are two very important elements of Scientific Whist which enter into the play of the fourth hand, viz., *Throwing the Lead* and *Under-play*. The first is by refusing to win the trick and compelling your left-hand adversary to lead up to your tenace or second guarded. There are also cases when it is advisable to take your partner's trick to get the master cards out of his way, or, taking it for the purpose, of leading up to a weak suit in the hands of your right-hand adversary.

Suppose you require two tricks to save or win the game and you hold ace, knave, and a small one of a plain suit ; the trumps are all out, your left-hand adversary leads the king, your partner and right-hand adversary play small cards, if your cover with your ace you make but one

trick; the queen, ten, and nine being held by your adversary; by passing the trick and thereby throwing the lead again to your left-hand adversary, you must make both ace and knave.

The facility with which an experienced player can throw the lead into the hand of his opponent or partner, and the numerous combinations connected therewith, are engines of immense power in his hand against an inexperienced player.

It was in throwing the lead that Deschappelles made his *grands coups*, which mostly consisted in getting rid of superfluous trumps or winning cards, and throwing the lead into his partner's or adversaries' hands. For example, suppose your partner holds the ace of clubs, ace of spades, and two small cards, your right-hand adversary holds king of diamonds (trumps) guarded, you hold ace, queen, and one small trump, and a small spade. It is your partner's lead and you require all four tricks to save or win the game. Your partner leads the ace of clubs, and you know he holds the ace of spades, and that your right-hand adversary must hold the king of trumps guarded, because both your partner and left, hand adversary have refused trumps. If you let your partner's ace make the trick you make but three tricks, whereas if you trump his ace and lead the small spade you must make

four; your partner takes your small spade with his ace; the lead is in his hand and you hold the tenace over the king guarded; had you let the ace of clubs, make you must trump the third round and lead up to the king guarded and consequently make but three tricks. We will give an illustration of these tactics farther on in the Double Dummy "*grand coup de Vienne*," which has become of world-wide notoriety and is given by all authorities.

Underplay is also a powerful attribute of the fourth hand, and should be carefully studied by the beginner; it consists in returning the lowest of your left-hand adversary's lead, having the highest in hand that your partner may make his third best if he have it, and you remain with the commanding card. For example, suppose you hold ace, queen, and a small card of any suit, your left-hand adversary leads the seven from the king, nine, eight, and seven; your right-hand adversary puts on knave, you cover with the queen, and when you are obliged to lead that suit you underplay and lead your small one; your left-hand adversary fancying the ace is held by your partner, finesses his nine, which your partner takes with the ten, and your adversaries make nothing in the suit.

You should not return the suit at once, as you may be suspected of an attempt at underplay,

and your right-hand adversary may trump the third round, besides, the original leader may again lead the suit, when of course your partner takes with the ten and you have the command of the king.

Again, supposing your right-hand adversary takes the trick with the ace and you hold the king, when he returns the lead you play a small one to give your partner a chance to win the trick. Great judgment, however, must be exercised in this play, and allowance made for the skill of your left-hand adversary. If he be a first-class player, he will suspect you, and if a poor one he will never make the finesse.

DEDUCTIONS OR INFERENCES FROM LEADS AND PLAYS.

“ Make fair deductions : see to what they mount.”

A good Whist-player draws inference from every card that falls upon the table, and he who can most quickly make his deductions, must become the most finished player. It will be seen by this under what a great disadvantage the player labours who is always looking at his own hand instead of the cards as they fall ; the knowledge good players acquire of the cards held by the different players after one or two rounds appears almost incredible.

The following are a few examples of the deductions drawn from the cards played :—

ORIGINAL LEAD.

Play.	Deduction.
<i>A trump</i>	Holds five or more trumps or four trumps, and is strong in the other suits.
<i>Any plain suit</i>	Is the best in his hand, holding four or more.
<i>Ace</i>	Has one of three hands, viz., ace, queen, knave, and others. Or ace, knave, ten, nine, etc.—Or ace, and three or more small ones.
<i>Ace followed by the queen</i>	Holds knave also.
<i>King</i>	Holds either the ace or queen; if he next play a small one, does not hold ace, but queen and ace must lie with his partner.
<i>Queen</i>	Holds also knave or ten, but neither king nor ace.
<i>Knave</i>	Holds king, queen, and two or more small ones, or knave, ten, nine, and others, the king or queen falling the first round, you can infer which of the hands was led from.

Play.	Deduction.
<i>Ten</i>	Holds knave and king and may hold queen, or it is the head of a sequence. The second card falling will tell you which hand was led from.
<i>Nine</i> (Returning his partner's lead.)	Holds no good cards in any suit (if it is an original lead). It may however be the lowest card of a sequence.
<i>Plays a small card, and afterwards a higher</i>	Has more than three in the suit.
<i>Plays a high card, and afterwards a lower</i>	Has only two or three of the suit.
<i>Does not immediately return his partner's suit, but opens a new one</i> ...	Is strong in the suit which he opens.
<i>Forces his partner</i>	Is strong in trumps.
<i>Does not force his partner</i>	Is weak in trumps.
<i>Discards on his partner's winning card</i>	Is weak in the suit discarded.
<i>Discards the ace of a suit.</i>	Has complete command of it.
<i>Discards the second best.</i>	Has no more of the suit.

SECOND PLAYER.

Play.	Deduction
<i>Ace</i>	Has only the one card.
<i>King</i> (small trump led) ..	Has but one other.
<i>King</i> (plain suit led)	Holds ace also or no more.
<i>Queen</i>	Holds king and others.
<i>Knave</i>	Holds king and queen or king and ace, or queen and one small card.
<i>Ten</i>	Holds knave and one small card.
<i>Any small card</i>	Has none lower; if a lower one is played second round, it is a call for trumps.
<i>Does not trump a win- ning card</i>	Does not want to take the force; is strong in trumps.
<i>Does not trump a doubt- ful trick</i>	Is strong in trumps (more than three).
<i>Trumps a doubtful trick</i>	Is weak in trumps (three or less).

THIRD PLAYER.

<i>Ace</i>	Has neither king nor queen.
<i>King</i>	Has neither queen nor knave.

Play.	Deduction.
<i>Queen.....</i>	May have the ace.
<i>Any card lower than ace, king, queen.....</i>	The highest he has of the suit led, unless it is the lowest of a sequence.

FOURTH PLAYER.

<i>Wins with a high card and then plays a lower one, with which he might also have taken the trick</i>	Has all the intermediate cards.
<i>Wins with a king and re- turns a small one.....</i>	Probably holds the ace, and wants his partner to make the fourth best card.
<i>Does not win the trick....</i>	Has no card better than the one against him, or is strong in trumps and will not take the force.
<i>Wins the trick.....</i>	Has no intermediate card or else a sequence.
<i>Any card played.....</i>	Does not hold the one next below it.

When trumps have been exhausted play any suit but that from which your partner *first* discarded, as the inferences are that is his weakest suit.

THE THIRTEENTH CARD.

There are several inferences to be drawn from the lead of the thirteenth card ; first, it may be for the purpose of throwing the lead into the adversaries' hand that they may be compelled to lead up to a tenace ; or your partner may have turned up the king of trumps, you hold the ace, and you are certain from the fall of the cards that your partner has no more ; if your adversaries get the lead both your king and ace fall to a small one, you lead the thirteenth card and your partner puts on his king, and you make two tricks in trumps. Again, if you play a thirteenth card (generally a bad play, unless all the trumps are out, for the purpose of forcing your adversaries, one of them may discard, preventing you from making two or three rounds in another suit ; to obviate this discard, play out your master cards, before you play your thirteenth ; this play always requires great judgment and discretion.

GRAND COUP IN DOUBLE DUMMY.

	A				B				C				D			
SPADES.....	1	12			13	8			11	10	6		9	7	5	4
HEARTS.....	6				10	9	5	4	3				8	7		
CLUBS.....	1	13	12	5	8	7	2		6	4	5		11	10	9	
DIAMONDS.....	1	12	6	5	4	2			8	3			13	9		

One of the most celebrated Whist-players of Vienna, who was playing a game of Double Dummy in one of the Clubs of that city, had the above hand dealt him. He had to play the hands A and C. The ten of clubs had been turned by D. On seeing the cards exposed he exclaimed, "*I shall make, with my Dummy, all the thirteen tricks.*" There were large bets made on the game, as all of B and D's suits were guarded with the exception of trumps. A, however, won the bets.

	A				B				C				D			
Ace C....	2				3				King	11			2	D		
King C...	7				4				Queen	11			4	D		
Queen C...	8				6				2	11			5	D		
5 C)....	3	H			3	D			7	D			Queen			
Ace S....	8				6				Ace	D			10	C		
6 H)....	4				11				6	D			Knave	S		
Ace H)....	3	S			Queen	S			King	S			9	S		
					5				—				—			

Nota.—B having discarded a heart on the five of trumps, C's 2 of hearts makes a trick and forces B to discard a diamond or a spade. If B discards a spade, C makes his best spades before playing his diamonds. If, on the contrary, B discards a diamond, C plays a diamond and A makes his three tricks in that suit.

) A here plays his thirteenth trump to force B to discard a suit. Whether he discards a heart or diamond the result will be the same.

) Here A puts his Dummy in hand.

) Notice that A has discarded the queen of spades.

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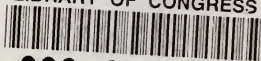
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